

GOOD GAMES

FOR BOYS & GIRLS

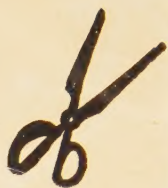
FRETWELL

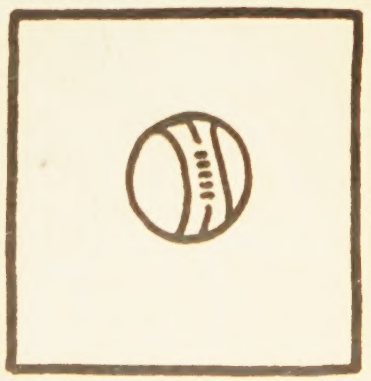
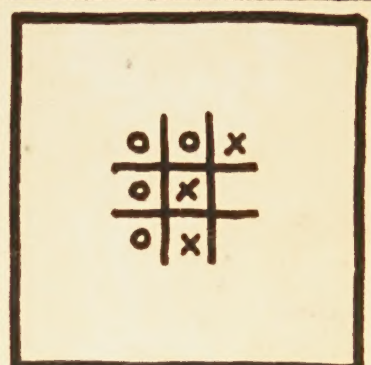
SET
GAMES

COUNTRY
GAMES

FISHING
GAMES

PARTY
GAMES







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Good Games



GOOD GAMES

By

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The Foreword

ONE of the really great human needs today is the ability to play. The truth of this for adults is widely recognized; it is not so generally appreciated for children. Childhood is often regarded as the period provided by nature for play, but mere acquiescence to nature's provision may be quite inadequate. Thus, in its rush toward industrialism and commercial greatness, modern civilization too often and too seriously forgets the nature and needs of children. Adult conveniences, adult desires, adult organizations make it difficult to be a child and to become a man or woman.

The curious notion that children do not need instruction in what to play, and how to play, is the offspring of a distorted mind,—perhaps turned by “sober studies” or “serious work.” There are three outstanding justifications for teaching children games.

The first justification rests upon the needs of children for developmental physical activity. Aside from heredity and the influence of the nutritive environment, all that we mean by vitality arises out of the functional capacity of organic systems. These are developed by physical activity of the game type and create the foundations of energy.

The second resides in the value of games in promoting and keeping alive the spirit of play. The significance of this in adult life is profound. The tremendous increase today of unadjusted individuals, who lack social and recreational diversions, argues strongly against a view that regards play as “mere fooling.” The many-sided aspects of life demand a many-sided education. Children who know good games and are able to play them with satisfaction are getting an education worth while in itself, even if the games had no other values.

The third justification arises out of the influence of games in shaping conduct. A book that sets standards of play, that helps to make its procedures uniform, contributes to this end. Social and moral education

is the product of adult organization and rests upon taught standards everywhere. Good games may be especially rich in their contribution to moral conduct. In comparison with other experiences of children good games furnish unquestionably the greatest single opportunity for teaching honesty, resourcefulness, sportsmanship, and similar qualities. One need not be disturbed by the evidence on "transfer of training"; good games require these qualities and the exercise of them is always a gain toward an attitude or disposition to regard such as worth while qualities in human conduct.

This book, *Good Games*, affords illustration of these three justifications. The games are well selected for their physiological values, they are presented in admirable fashion, most helpful to the continued expression of the play spirit, and they promote both directly and indirectly fine standards of conduct. The author merits not only the thanks of children for helping to enrich their play but also the praise of adults who wish children well.

JESSE FEIRING WILLIAMS

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GOOD GAMES





Some Favorite Yard Games

SIX boys had six jobs to do. None of the jobs was really hard work, but they were long and tiresome for a boy to do all alone on a nice summer day. At least that is what each one of the boys thought. So they made up a very clever scheme to get their jobs done and still have time left over for favorite games. This was their scheme and these were the games they had time to play.

Bill was lying on the grass, knees up in the air, that warm summer day.

"It's a regular bore to have to walk all over the yard pushing a lawn mower," growled Bill, "and that's my job for tomorrow. I'll never get through with it."

"Say, what if you had to weed a big old strawberry bed?" snorted Ted.

"Well, that's not as bad as hauling kindling to the cellar and then piling it all up," put in Earl. "That's what I have to do."

"Since you're mentioning jobs," joined in Henry, "what's worse than cutting the sod away from the sidewalk edges? We live on a corner at that; and tomorrow while I do it, the kid brother has to be watched, too, I'm told."

"Hard luck for the kid, I say," teased Ray. "But I've an idea."

"Out with it," shouted the others.

"Suppose we form a working squad and help each other with these jobs. Since Henry is dated up for tomorrow with his kid brother and the sidewalks, we could begin there. It wouldn't take long for the six of us to do the job, and then we'll have the rest of the morning for play or big talk."

"That's a real idea," Henry quickly answered. "I move we all accept it."

"Aye, aye," came the answers.

Next morning at nine o'clock the squad of six was ready to begin work at Henry's, with shovel, cutter, broom, and wheelbarrow. They even had Kid Brother interested getting his small wagon loaded for hauling. By the time the morn-

ing was half over, Ray gave one last flourish of the broom and Henry loaded the working tools onto the wheelbarrow to be put away.

The next morning the squad collected in Bill's yard to mow the grass. Each boy took two turns the length of the yard with the lawn mower and then raked for a turn.

"Well, that didn't take so long with such good company," said Bill when they were finished.

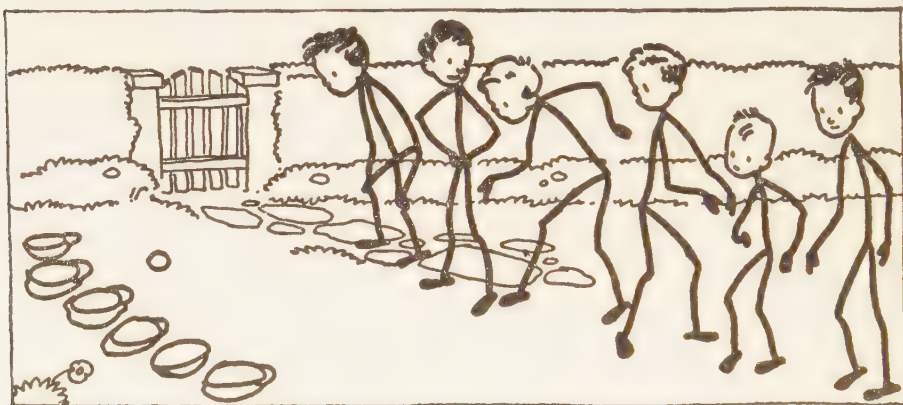
"But don't forget the good muscle too, Bill," commented Ray.

The following morning the squad went to Earl's house, hauled the kindling and piled it up. And they went to Ted's house and helped him with his weeding, and at Ray's and Bert's there were more weeds and more grass. But good company helped get the jobs done (and, as Ray said, don't forget the muscle) so that the squad had time for play part of each morning, and as soon as they were through their work they played these favorite games.

BALL IN CAP was played first. The boys took their caps and put them on a line. About ten feet away all the boys stood on another line. Ted had a tennis ball and became the *tosser*. Standing on the line with the other boys, he tried to throw the ball into one of the caps. He missed the first time, but kept on throwing until he threw the ball into Earl's cap.

As soon as the ball landed in Earl's cap, Earl ran as fast as he could and all the other boys chased after him as fast

as they could. Earl tried to keep from being caught, and at the same time tried to run around so as to touch his cap with the ball in it. Bert finally caught Earl, so Bert became tosser and they all went back to begin the game over. If Earl had succeeded in getting back and touching his cap before anyone caught him, he would have become tosser for the next game.



BOMBING was started with Henry as the first *bomber*. All the other boys stood inside the circle which they had drawn big enough to be about fifteen feet across. Henry had a soft rubber ball and, as bomber, stood outside the circle and tried to hit the boys in the circle. The boys could run, dodge about, or jump anywhere inside the circle to keep from being hit by the ball. Henry could run anywhere outside the circle to try to hit the others, but could not hit above the shoulders.

A boy hit fairly, that is, anywhere below the shoulders,



became a bomber also. He had to get out and stand on the opposite side of the circle, so as to throw the ball bomb when it came that way. The last one left in the circle won the game.

"A bean bag makes a good bomb instead of a ball," said Henry. "And if there is a big gang, it's fun to have several bombs going at once."

POISON SNAKE was played with a rope for the *snake*. The rope was twisted and turned on the ground. The boys made a circle around or over the snake by joining hands.



At a starting signal each boy tried to pull his neighbor over the snake so that he would touch the snake with his foot. Any boy touching the snake had to drop out of the circle. Each boy not only worked hard to pull his neighbors onto the snake, but also had to jump and hop about to keep himself from being *poisoned*. The boy who by pulling finally caused his last opponent to touch the snake won the game.

"Some hauling and pulling!" said Bill, the winner.

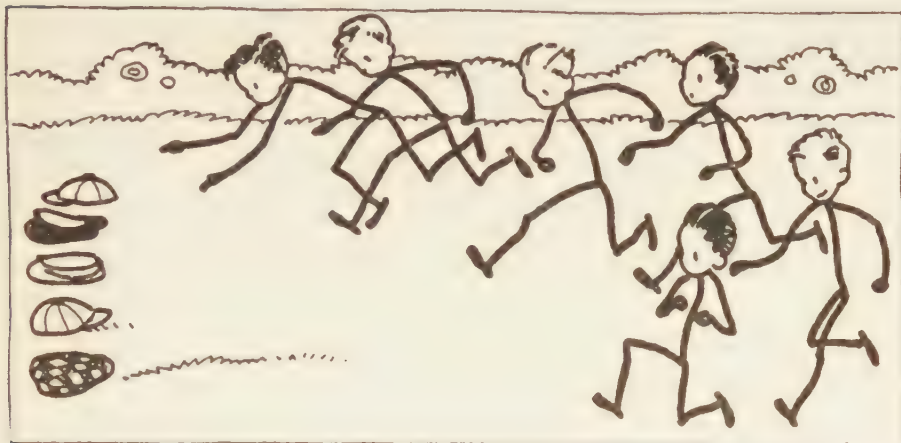
POISONED was something like "Poison Snake" at the beginning. The boys used the rope for a snake. They could have used a circle drawn on the ground if they had not had the rope. They joined hands and each tried to pull the boy next to him onto the poison snake. When a boy was made



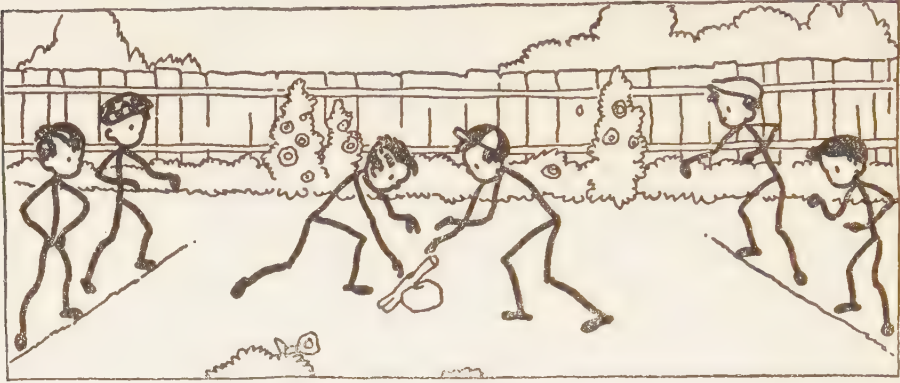
to touch the snake, "*Poisoned!*" was shouted and all dropped hands and scattered.

The boy who was poisoned became the chaser and tried

to poison the others by tagging them. Anyone tagged helped to poison or tag the unpoisoned. Ted was the last boy to be poisoned; so he was winner of the game.



CAP RUSH was an outdoor way of playing "Club Rush," that the boys played in the gymnasium at school. All the boys but one put their caps in a row on a line, and then stood on another line about ten yards away, called the *starting line*. At a signal, all the boys ran and tried to get a cap. As there was one cap less than there were boys, one boy was unable to get a cap. The boy who did not get a cap dropped out of the game. Then all that were left in the game but one put their caps on the line again, and going back to the starting line, were ready to run again. Each time there was one cap less than boys running, so that after each rush or run, one boy did not get a cap and was dropped out. The boy who stayed in the game the longest was the winner.



SNATCH THE BONE was heaps of fun. A stout, blunt stick was called the *bone*. The boys chose sides and played that they were *dogs*. The sides stood about ten yards apart with the bone halfway between them. The bone was propped against a stone, so that it could be more easily snatched. At a signal one dog from each side started out toward the bone.

Each dog wanted to snatch the bone and carry it back to his side, or else catch the other dog if he snatched the bone first. So each dog approached the bone very cautiously, because he knew he must watch the other dog and also watch his own chance to grab the bone. The other dog could not be tagged unless he had the bone in his hand.

A dog carrying the bone back to his own side safely, scored *one* for his side. If a dog was carrying the bone and was tagged before he reached his home base, the bone was returned to center and no score was made by either side. The dogs on each side took turns running out at the signal to try to snatch the bone. The side having the highest score won.

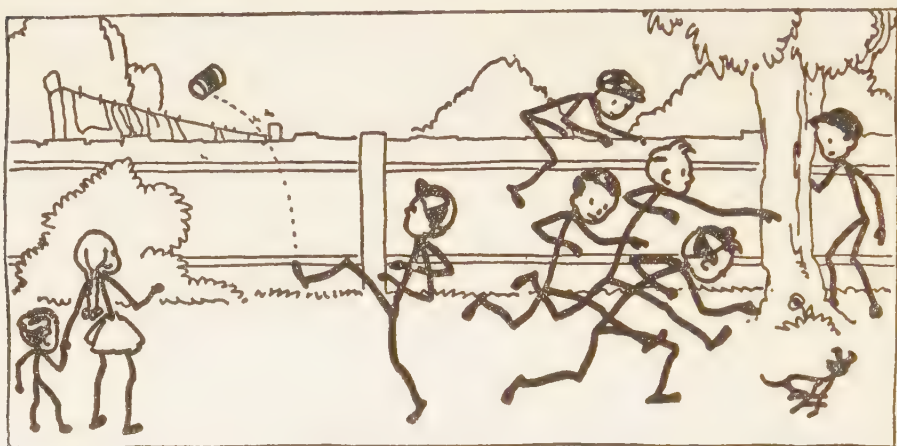
I SPY was started with Bert as the *spy*. He hid his eyes at the *base* and counted to one hundred by ones, then shouted, "Coming!" While he was counting, the others ran and hid within the boundaries that had been agreed upon. After Bert shouted, "Coming," he opened his eyes and began to hunt for the hiders. Bert discovered Bill first. Bert ran back to the base and patted it three times, shouting, "I spy Bill behind that tree in the corner."

When Bill knew Bert had seen him, he started to run for the base, trying to get there first to get in "free." But Bert caught Bill, so Bill became the spy for the next game.

If the spy made a mistake in calling out the hiding place or the name of a boy hiding, both the boy whose name was called and the boy hiding in the place named were free to come to the base. If all the players reached the base free, the spy of that game had to be spy again for the next game.



KICK THE CAN was always played many times, because the boys liked it so well. Henry was first *kicker* and Earl was



It. The other boys stood at the *base*. Henry kicked the can as far as he could, then all the players ran and hid. Earl, who was *It*, walked out to the can and brought it back to the base. Whoever was *It* had to walk out to pick up the can and also walk back to the base, so as to give the others a chance to hide. As soon as Earl had the can back on the base he began hunting the boys.

Earl saw Ray, so he ran back to the base and patted it, calling, "One, two, three for Ray!" Then Ray had to come to base and become a prisoner there. Earl went on hunting and soon ran back to the base to pat for Ted, who also became a prisoner.

While Earl was hunting again, Bill slipped up to the goal and kicked the can. This made the prisoners free to

hide again, and Earl had to walk to the can, pick it up and put it back on the base again. Then Earl went on with his hunting. The game lasted until Earl had made each boy a prisoner once, although the boys were not prisoners all at one time. If a boy was seen by Earl, but reached the base ahead of Earl, then that boy was free and waited at the base for the rest of the game. The first boy caught became *It* for next game, and the last boy caught became first kicker for next game.

SPUD was played sometimes with a bean bag and sometimes with a soft ball. Ray had a ball and stood in the center of the group. He threw the ball up in the air, and called "Bert!" Bert tried to catch the ball, while the other players scattered.



If he had caught the ball, he would have started the game again by throwing the ball up and calling a player's

name. As he did not catch the ball, he had to pick it up as quickly as possible and call "Stop!" At that command all the players stood still and Bert, still standing where he picked up the ball, tried to hit some one with the ball. If he hit a boy, that boy picked up the ball and called "Stop!" and, in turn, tried to hit some one else.

The players had a chance to scatter after each throw, but had to stand still on each call of "Stop!" If the thrower did not hit a player the first time he had two more chances. After three chances to hit some one, if he failed to do so, the thrower got a *Spud*, which counted *one* against him. When a boy had *three* Spuds against him, he had to pay the penalty. He stood with his back to the other boys, who were on a line about fifteen feet away. Each boy then had one throw to hit the unfortunate. Of course, he tried to shrink himself into as small a target as possible.

COPS AND ROBBERS was more fun when there was a crowd



of boys. It could be played with two *cops* and four *robbers*, but was more exciting if there were about four cops and twelve robbers. The boys played "Cops and Robbers" in Ray's yard most often, because it was large, and had many good hiding places. If many boys played, the boundaries were made larger than just the yard.

To begin the game the boys marked out a *prison*. The cops chose a *captain*, who directed their work. The cops stayed at the prison and gave the robbers about five minutes to hide. Then the cops began hunting the robbers, and any robber caught was brought to the prison. The robbers tussled and struggled to keep from being caught and put into prison. If possible, a robber pulled away from the cop and hid again. Bill was clever once and slipped out of his coat and ran away, leaving the cop with the coat in his hands instead of Bill. One cop could call or whistle for another cop to help him.

When a robber was put into prison, a cop was stationed by the prison as *guard*, for the robber could break prison and run any time he could get away from the guard. The more robbers there were in prison, the more cops the captain had to put on guard. Sometimes while the guards were struggling to keep one prisoner, all the others would escape.

If the cops could make all the robbers prisoners at one time, they won the game. This was hard work, so that the game often ended before the cops could get all the robbers in prison, but it was great fun.



Train and Car Games

TO VISIT at Grandpa Jim's house was a regular vacation event to Tom and Bess. But this year it was to be a very special event, because Daddy and Mother had talked it over and had decided that their boy and girl were big enough to make the trip on the train alone. To get to Grandpa Jim's they had to ride on the train from eight o'clock in the morning until four o'clock in the afternoon. Then they came to the town where Aunt Mary lived and they stayed with her overnight. Next morning Uncle Phil

would drive them out to Grandpa Jim's farm, which meant several hours riding in the car.

Now riding on the train and looking out of the window was fun, but just to ride and sit and look all day did get tiresome. Then to ride some more the next day in a car over bumpy roads meant a great deal of sitting still for an active boy and girl. Mother knew that Tom and Bess would get very restless and tired before the end of the journey, so she had planned especially for that time.

The night before the trip was to be started the children were greatly excited. They had said good-by to their friends and had helped pack their own suitcases. Their traveling clothes were laid out, all ready to hustle into next morning.

"Here is a box for Tom to carry," said Mother, "and in the morning I'll have another about like it for Bess to carry."

"What is in them?" eagerly asked Tom and Bess together.

Mother smiled. "I'm not going to tell you all about them," she said. "But this box Tom carries is to help pass the time on the train, and in Bess's box you'll find your lunch. Of course I won't have to suggest that the box of lunch be opened at noon. The other box is to be opened whenever you wish. In it I have put some games and written some suggestions about things to do and play."

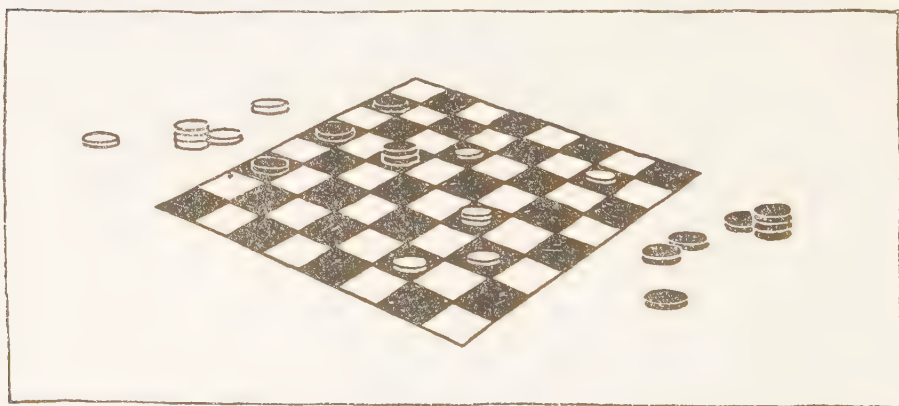
Bess gave Mother a hug, half of thanks and half because of the thought that she would not be with her for a while. Tom grinned his thanks and his eyes shone in happy anticipation of the trip.

Next morning, after they were settled on the train, Tom and Bess sat and watched things go flying by their window for some time. Then Tom said, "Let's open the box Mother fixed for us."

"Let's wait until after the next station," suggested Bess. "We haven't been riding very long yet."

Tom agreed, but immediately after the next stop, he started to open the box. In it Tom and Bess found some games that they knew how to play and also directions for some new games that were especially good for playing on the train.

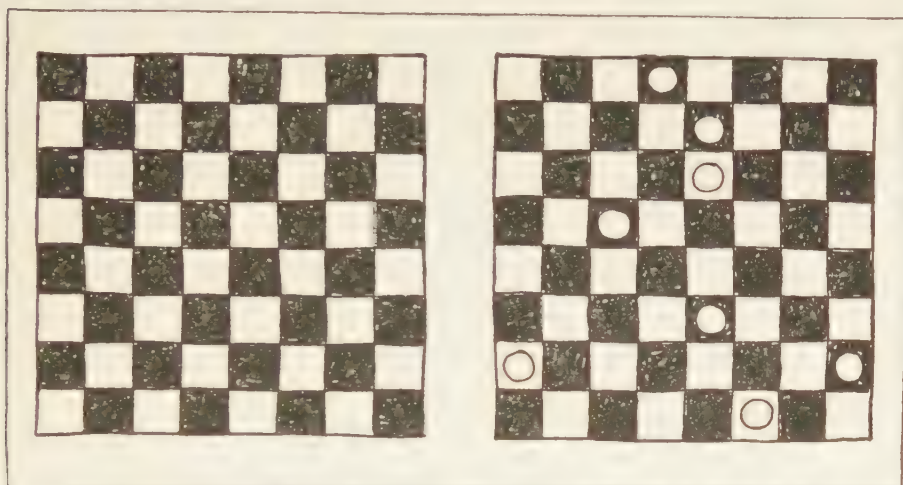
CHECKERS was always a favorite game with Tom and Bess, and there in the box were the board and the checkers. It made a good game to play on the train and they were both



glad to have it. At first they played regular checkers, each player trying to capture all the other player's men.

Then they played GIVE AWAY. In this game each

player tried to give all his checkers to the other player by moving his men in such a way that they had to be jumped.



QUICK SIGHT was played with the checker-board and checkers, too. On a piece of cardboard the same size as the checker-board, Bess drew lines and cross lines to make squares of the same number and size as those on the checker-board. She then took eight red checkers, and holding a paper so Tom could not see her, she placed these checkers about on the board she had made.

Tom then placed the other board before him with eight red checkers beside it. Bess lifted the paper so that Tom could see her board and how the checkers were placed on it. She let him look while she counted five rather slowly. At the last count she covered her board, and Tom, from memory, tried to place his checkers on his board in the same positions

as Bess's. When he had all of them placed, Bess and Tom compared the two boards. For every checker that was placed correctly Tom scored *one*. Then Bess had her turn, Tom placing his checkers on his board and covering it so that Bess could not see it.

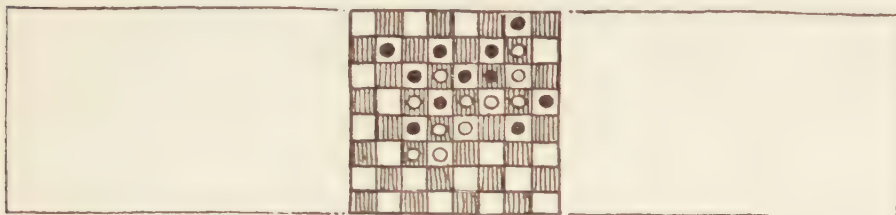
After having several turns about with eight red checkers, they changed to four red checkers and four black ones. The two colors made a little more to remember. Then as they played longer they used ten checkers instead of eight, which made it still harder to remember.

FIVE IN A ROW was another game that could be played with the checker-board. They found a small bag in Mother's box filled with black and white buttons and the directions for "Five in a Row." They divided the buttons. Tom took all the black ones and Bess took all the white ones. Bess had first turn and she put one of her white buttons on a square of the checker-board. Then Tom had his turn and put a black button on a square. The two of them took turns, placing a button each turn.

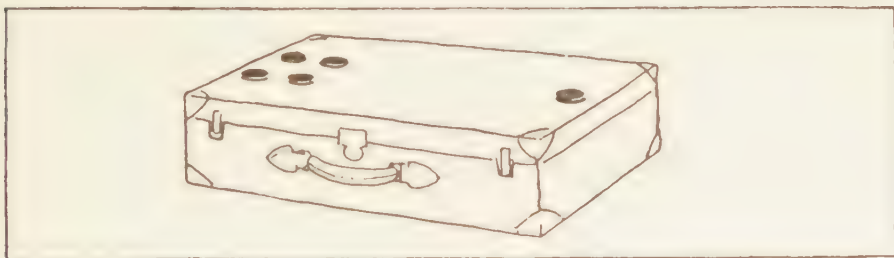
Each player tried to get five of his buttons in a row and at the same time tried to block the other player from getting five in a row. It took very careful playing to keep track of every possible play, because the rows of buttons could go up and down, across, or diagonally on the board. Of course only one button could be put on a square, and a player could place only one button each turn.

They got quite excited over the game, so that when Tom

succeeded in getting five black ones in a row he fairly shouted, "Five in a Row!" They played the game over many times and kept a record of how many games each player won.



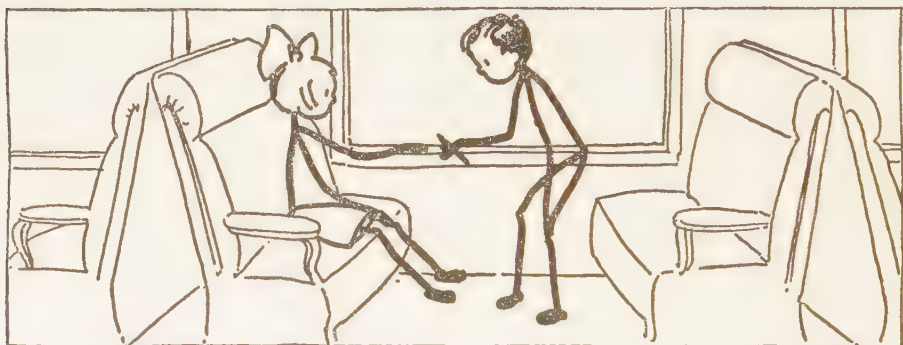
CHECKER FLIP was played on top of one of their suitcases. At one end of the suitcase four checkers were set up about four inches apart to make a square. From the other end of the suitcase the player snapped another checker with his finger nail, trying to make it go into the square. The players took turns snapping. A checker that went inside the square scored *two* for the player, part way into the square



scored *one*. A player who made a score was rewarded by getting another turn each time he scored.

SCAT was played with a long pencil. Tom put the pencil across the upturned palm of his right hand. Bess tried to

snatch up the pencil quickly and hit, or *scat*, Tom's hand before he could withdraw it. When Bess gave Tom's hand a *scat* they changed about, and Tom tried to *scat* Bess. They kept count of the hits each made. The one having the fewest unsuccessful hits at the end of the game was the winner. Tom and Bess soon learned to fool each other by acting as if they were going to snatch the pencil and then not take it. In this way the player was surprised when the pencil was really snatched to make a *scat*. When they became really



good at *scatting* with their right hands, they tried changing the pencil to the left hand to make the play a little different.

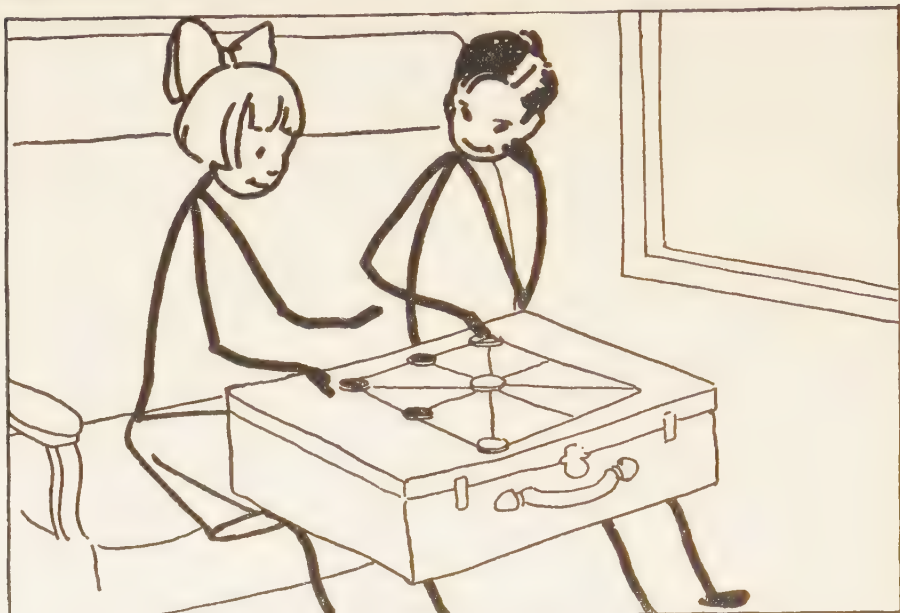
LATH AND PLASTER made Tom and Bess both laugh so hard they could scarcely play it at all. Tom became determined to do it and had to quit laughing before he succeeded. Bess laughed so much that she could not do the stunt at all. It was to pat the head with one hand, and at the same time rub the chest; then to rub the head and pat the chest. After doing that, Tom thought the hardest part was to change

hands and make the hand that was rubbing the chest pat the head, and the hand patting the head rub the chest.



A COIN GAME was played with pennies. Bess and Tom each took a penny from his purse. They made sure that they had similar pennies, that is, each had a Lincoln penny. Then they each took a pencil and a piece of paper and wrote down the name of everything they found on the penny. At the end of five minutes they compared lists to see who had found the more things. Tom's list was longer because he had named the parts of Lincoln's head, such as *eye* and *ear*. After using the pennies, Tom and Bess each took a nickel and wrote the names of everything on it, and then a dime. Which coin had the most things on it?

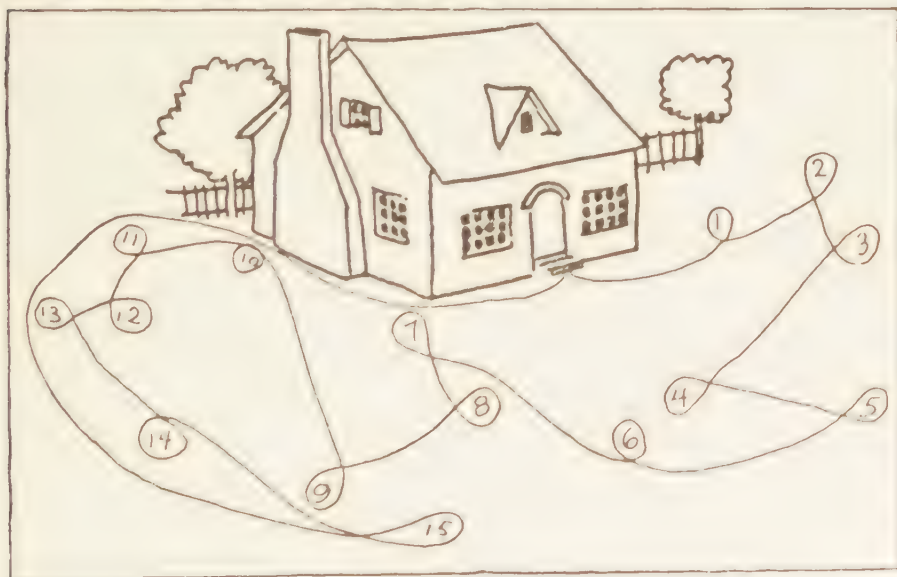




SQUARE TIT-TAT-TOE was different from the kind of "Tit-Tat-Toe" Tom and Bess usually played. A square was drawn on a piece of paper. Diagonal lines were drawn across from each of the corners of the square, then lines were drawn across from the center of each side to the center of the opposite side. Bess chose a *naught* for her mark and Tom used a *cross* for his. They took turns about making their marks on a place where any lines crossed each other. The game was to try to get three marks in a row, straight across, up and down, or diagonally. They kept a score of the games each won. Bess saw they were using up all their paper, so she made one large square with its lines. Then she used red checkers for her mark, and Tom used black ones for his. This

way they could play as many games as they liked on one diagram.

A **WANDERING WALK** was a different kind of game. Tom drew a picture with a house in it, then at various places in the picture put numbers, beginning with *one* and going up to *fifteen*. Bess had to play she was going for a walk. She started from the door of the house in the picture, drawing a line with her pencil to show the path she took. She made a circle around number one, then went on and with her pencil circled number two, and so on. She had to circle about each number but could not cross her path at any time or have her paths touch each other anywhere. As Tom had put the numbers all around in the picture, Bess truly had a wandering walk before she returned to the door of the house.



LETTER DOTS was fun for a while. Bess wrote *C.....E* on a piece of paper and gave it to Tom. She said it was the

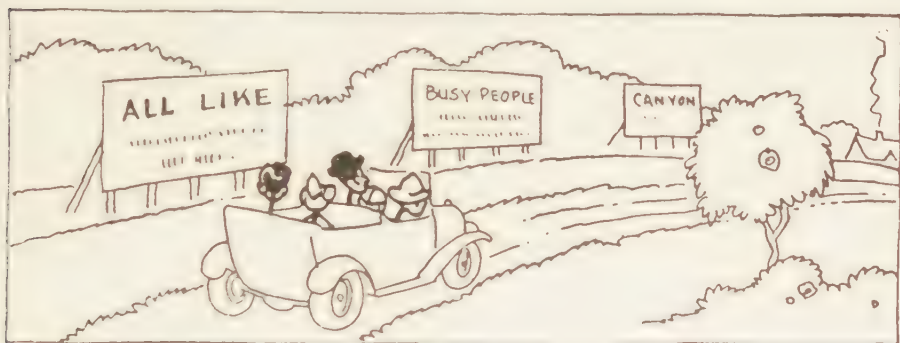


name of something he liked to eat. Tom had to put a letter in place of each dot. It did not take him long to fill in the letters and make *Chocolate*. Then Tom wrote *A.....T*, for *Apricot*, and told Bess it was the name of a fruit. Bess gave Tom a hard one when she wrote *C.....M*, for the name of a flower—*Chrysanthemum*. And Tom gave Bess just as hard a word when he put *N.....E* for *Nightingale*, the name of a bird.

WATCHING BY THE ROAD was played while looking out of the car windows. Tom and Bess decided that to see a cow or pig each counted *one*; to see a horse or dog each counted *two*; and to see a load of hay was such good luck it counted



five. Both of them watched out of the window and kept their own scores, all the time hoping the other one had not seen all the chances to score. The player who scored twenty-five first, won. For some of the games Tom sat across the aisle, so as to look out of a different window from Bess. While riding near a much used highway, they scored on cars: a Ford car counted *one*, a Dodge car counted *two*, a Buick car counted *three*, a Franklin car counted *five*.



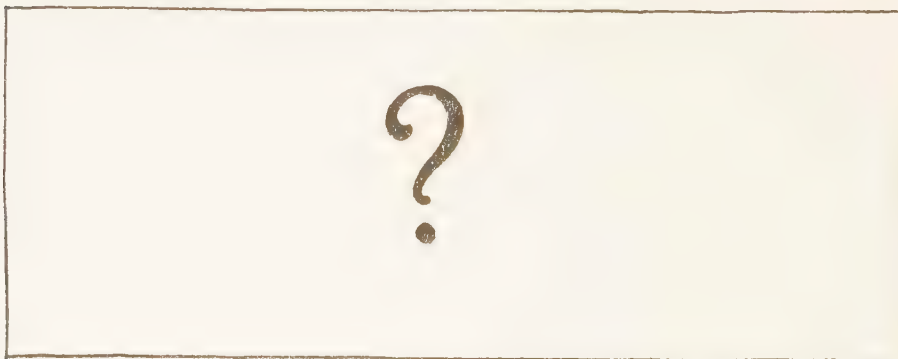
THE ALPHABET GAME was played next day while Tom and Bess were riding in Uncle Phil's auto. The game was to try and find the letters of the alphabet in the words on the signs they passed. Each player hunted for the letters and said them to himself as he found the letters in their order. It took careful watching to find some letters that were not used very much. Every so often a player shouted the letter he was looking for. His opponent had to answer with the letter he was trying to find, thus telling how far along in the alphabet he was getting in his search for letters.

THE NATURE ALPHABET was played as they drove out into the country. Anything growing or any animal could be



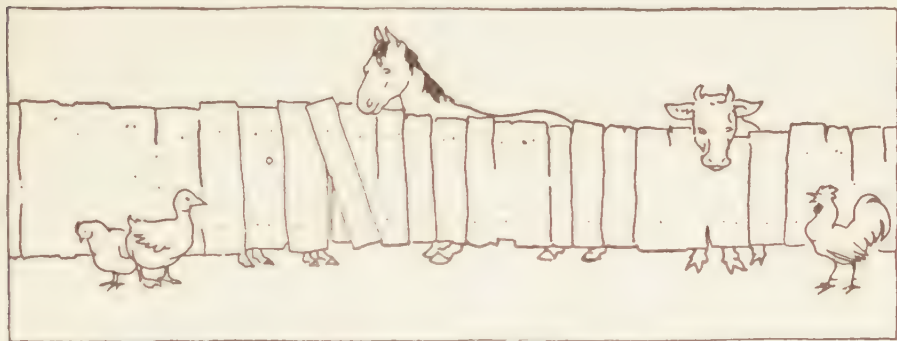
counted. The game was to see objects or animals beginning with the letters of the alphabet, such as seeing an apple tree for *A*, a burro for *B*, a cat for *C*, a dog for *D*, an elm tree for *E*, and so on. Both had to give up the letter *Z*. Any letter neither one could find an object for was passed over.

GUESS was a game about their automobile. Bess started the game by saying she was thinking about some part of the car that began with *C*, and Tom had to guess that it was



cushion. Then he had his turn and he thought of some part of the car that began with *S*, and Bess had to guess it was the *starter*.

HOW MANY FEET? was great fun to play as Tom and Bess rode along in the country. Bess had the right-hand side of the road and Tom had the left-hand side. The game was to count the number of feet seen on animals, scoring *one* for each foot, that is, a chicken scored *two*, a horse scored *four*, a turkey scored *two*, and so on.



They agreed before starting that “game” was to be at twenty-five points, although it could just as easily have been set at twelve or twenty or even fifty.

When either player had the luck to have a whole herd of cattle or a chicken yard on his side of the road, he won that game and they started counting over again.

They had both shouted—Bess for a flock of sheep and Tom for a pen of pigs—when their car turned in the gate at Grandpa Jim’s house.



Games in Country and Open Spaces

DURING the summer vacation, John was invited to his cousin Earl's to visit. John had always lived in a big city where the boys and girls had to play on the sidewalks or in play streets and certain places in the parks. So John thought Earl's home in the outskirts of a very small town was a wonderful place for fun and games. There were so many open places for play in the yards, the meadow, and the woods. And besides there were fences to climb and sheds and barns to hide around.

Sometimes John and Earl played games alone. Then at other times more boys came to play, and occasionally a group of boys and girls would get together for games.

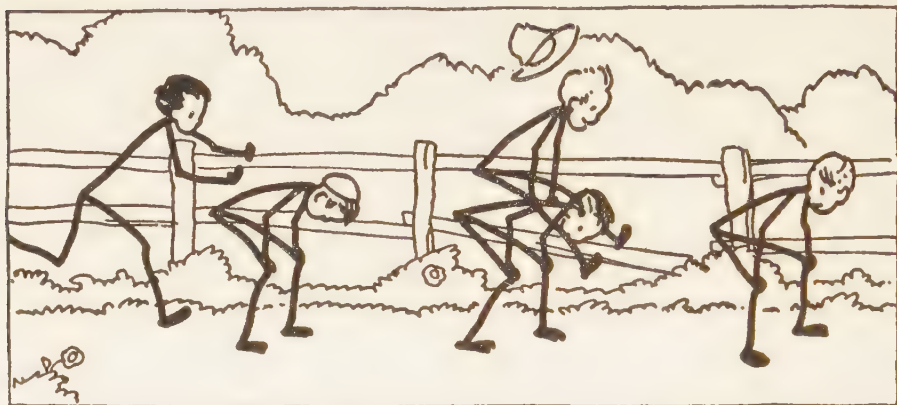
THE FARMER IS COMING was played one afternoon when there was a group of girls and boys. They counted out to see who was to be the *Farmer*. The player who was Farmer sat down in a place that was called his *orchard*. The other players chose a leader and went off some distance from the Farmer. Here they had a *home base*. The leader pointed out several players who were to go to the Farmer's orchard and get some apples.

They carefully approached the Farmer from all sides, as if trying to get his apples. The Farmer sat still all the time, but watched closely, and when he thought the runners were as near as they should come to him, he clapped his hands.

All the players then stood still. When the leader called out, "The Farmer is coming!" the Farmer chased the players, who tried to reach their home base without being caught. The Farmer caught Bess, so she became Farmer for the next



game. Neither the Farmer nor any player could start running till the leader had given warning, "The Farmer is coming!"

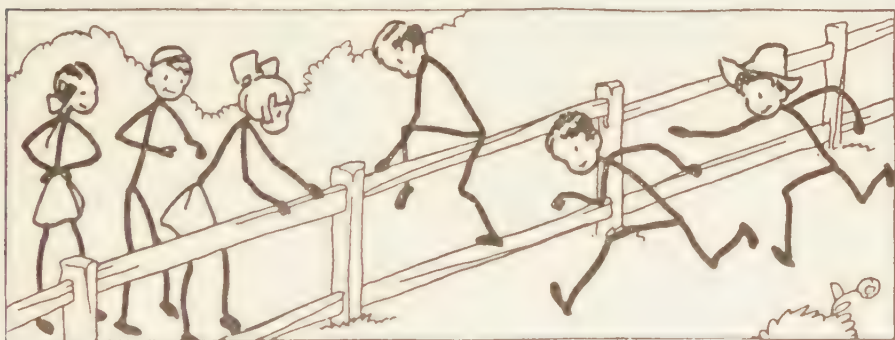


LEAPFROG, John thought, was lots of fun. The boys lined up and Earl *made a back* in front of the line. To *make a back* meant to lean forward and rest the hands on the knees. Squatting a little made the back lower. John was the first one in line. He jumped over Earl's back. As he jumped, John rested his open hands on Earl's back at the shoulders. After jumping, he went on a few steps and made a back. Ray



was the second boy in line so he jumped both Earl's back and John's. Then he made a back a few steps beyond John. Each boy in turn jumped all the backs ahead of him and then made a back for the next jumper.

LEAPFROG RACE made a good game when there were enough boys to have two groups. The leader of each group stood on a starting line and ran forward and made a back, the next one jumped, then made a back, and so on. The group whose leader first jumped all the backs and returned to the starting line, won the race.



FENCE TAG was played along a certain part of the fence at the side of the house. Tom was *It* and tried to tag some one on the same side of the fence as himself. The runners were safe when on the other side of the fence, so there was great scrambling and climbing to get over, and much jumping back and forth. Tom finally tagged Bill, so Bill had to be *It*.

MATCHING FLOWERS was played in the meadow near by. Each boy and girl playing gathered one sprig or blossom of



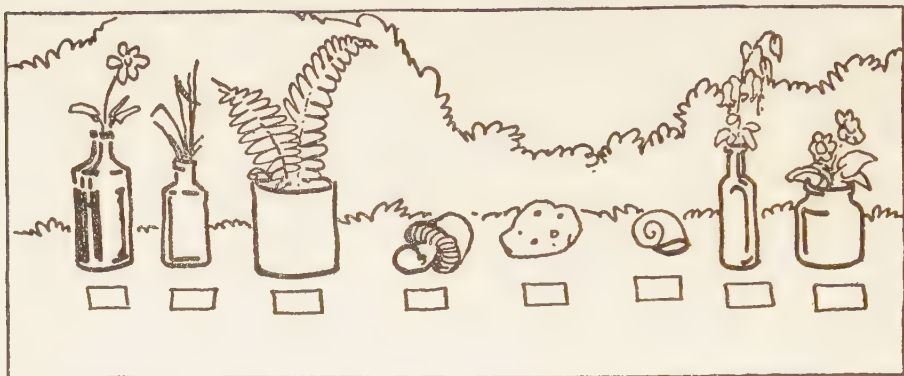
anything growing, or blooming, in the meadow. At a signal, all stopped picking and came together under the big oak tree. Florence was first player and she put out a daisy. Everyone having a daisy had to put it down beside Florence's daisy. Then all the daisies became hers. Henry's turn was next and he put out a red clover. Any of the players who could match that kind of blossom put his blossom with Henry's clover. Each player in turn put out a different kind of flower and acquired all that matched it.

If a player had nothing different to put out when it was his turn, he dropped out. The game went on until no player had anything to put out to be matched. Each sprig or blossom a player had at the end of the game counted *one*. There were two winners. One winner was the person who had the *largest number* of flowers when his pile was counted.

The other winner was the player who had the greatest number of *different kinds* of flowers.

A **RACING MATCH** was played with big sister Mary as leader. She gave each player a leaf or sprig from a tree or bush near by. At a signal each player ran to whatever tree or bush he thought would match the leaf he carried. When he found the correct one he brought back one matching leaf to leader Mary. Everyone bringing back correct matches scored *one*. The *first* player back with a leaf matching correctly scored an extra point for being first in the race. Any player who could tell the name of his leaf also scored an extra point. For the next game leader Mary gave the players different leaves or grasses to be matched. Of course the player who had the highest score won the game.





MUSEUM was a game that lasted many days, because the boys played it a little while every day. When John and Earl decided they would play "Museum," they each took a basket and went for a walk across the meadow and through the woods back of the house. As they walked along, they collected in their baskets one of each kind of flower or grass or fern they saw growing. They found, too, some odd stones and a fungus, so that by the time they went back home they had a variety of things.

They put the flowers in some small bottles of water and stood the bottles along in a row. Then they wrote the name of the flower on a small card and put it beside the bottle. They arranged carefully, in rows, all the things they had found and named as many of them as they could. For some of the things they had to get big sister Mary to tell them the names. And for some of them big sister Mary got out her books and they looked up the names together.

The other boys and girls of the neighborhood were invited

to come and see the museum, and some of them brought specimens to add to the collection. However, if anything was brought in that was a duplicate, it was not accepted. Almost every day something new was added to the museum.

PIRATES was a game full of excitement, because both the *pirates* and the *guards* had to be alert all the time. The boys liked best to play it in the woodsy lot, because that was where there were the best hiding places.

To begin the game, the boys collected five stout sticks about a foot long, and also five stones of various sizes, easy to identify. These sticks and stones were called the *treasure* and were put on a base called the *treasure house*. Another base at some distance was selected and called the *ship*.

The players chose sides, one side becoming pirates and the other side guards. The guards went away from the treasure house and hid their eyes for the agreed time. While the guards were away the pirates raided the treasure house and hid the treasures anywhere within the boundaries agreed



upon, except that none could be put on the ship. As the treasure was of different shapes and sizes, it could be put in various hiding places. When the guards' time was up, they rushed back to the treasure house and called, "The treasure is gone!" This was the signal for the pirates to be alert.

From here on, the game was for the pirates to try to get their treasures from their hiding places to the ship without being caught by the guards, and for the guards to get the treasure back into the treasure house. The guards of course were on the alert, watching the pirates. The pirates became very tricky and clever. They would try to get all the guards' attention in one place so as to give a pirate a chance to smuggle some treasure aboard the ship. One pirate took a treasure and hid it under his blouse to get by the guards. The guards not only tried to catch a pirate with the treasure but also kept looking for the hidden treasure to take it to the treasure house.

A treasure once put on board ship or returned to the treasure house could be taken out by the other side if it was unguarded.

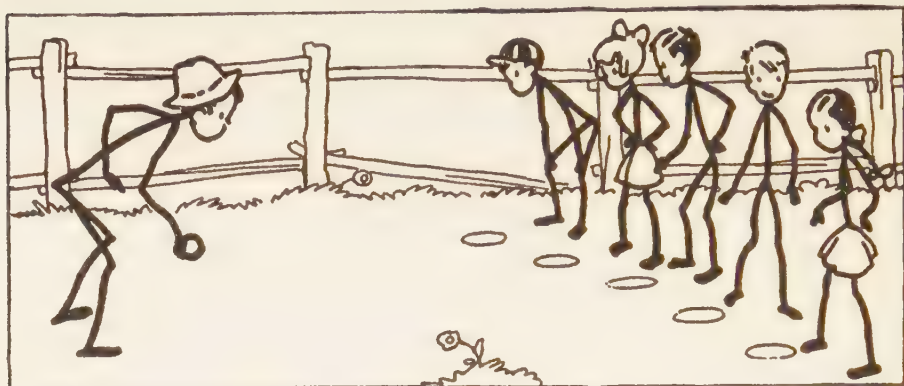
If the pirates succeeded in getting all ten treasures to the ship, they won. The guards won if they found the treasure in hiding or caught the pirates with it and returned it all to the treasure house. The game was great fun and sometimes lasted all afternoon.

SQUIRREL TAILS was also most fun when played in the woodsy lot where trees and bushes could be used for hiding.



Earl asked his mother for two strong pieces of cloth of different colors. He tore these into strips for *tails*. Teams were chosen and every member of one team was given a tail of the same color. Every player, or *squirrel*, tucked a tail under the back of his belt, but did not tie it. A small piece of cloth the same color as the tail was fastened on the front of each player. This showed very plainly to which team the player belonged.

Each squirrel team chose a *home base*. At the given signal the teams left their bases; each rushed for the other team, the object being for a squirrel to get a tail from one of the opposite team without losing his own tail. If a squirrel had his tail taken, he had to return to his own home. When a tail was captured it was carried back to the home base. A squirrel could dodge around the trees, hide, or creep upon his opponent to protect or capture a tail. The team that captured all the other team's tails first won the game.



ROLY-POLY was played with a soft rubber ball on fairly smooth ground for rolling the ball. To begin the game the players stood, about a foot apart, on a line. Each player dug a small hole in the ground, about five inches across. Jim was chosen first *roller* and stood on a line five yards away from the holes and tried to roll the ball into one of the holes. If the roller succeeded in *making a hole*, all the players except the one into whose hole the ball rolled scattered as quickly as possible. The player into whose hole the ball rolled shouted "Halt!" as soon as he could touch the ball. He then picked it up and tried to hit some one of the players who had stopped at his "Halt!"

If the thrower missed hitting anyone, a pebble was put into his hole. If a player was hit, that player had a pebble put into his hole and he became the roller. If a roller missed making a hole after three rolls, he had a pebble placed in his hole. When a player had five pebbles in his hole he had to pay the penalty. He had to stand up on the throwing line

while all the other players, standing by their holes, took two shots at him with the ball.

WOLF was a hiding game, and was fun to play among the bushes and trees. Margaret was *wolf* and hid while the other players stayed in the *pen* with their eyes closed. After the wolf had had time to hide, the *sheep*, with their *leader*, went out to hunt the wolf. All the sheep hunted, but had to stay with the leader. As soon as any sheep saw the wolf, the leader was told. Then the leader called out:

"All my sheep
Gather in a heap
For I spy the woolly, woolly wolf!"

The wolf could not run until she heard the word *wolf*, so sometimes the leader teased the wolf and put the name of another animal on the end of the verse. But when the wolf did have a chance to run, she tried to catch the sheep, who fled to their pen. A sheep that was caught became a wolf and had to hide and help the wolf catch next time.



If the wolf saw the sheep at a distance from the goal and they had not discovered her, she could call, "Stand your ground, two feet!" Then the sheep had to halt where they were and take two steps toward the wolf. When the wolf jumped toward them, they could start for the pen.

Sheep who were caught and became wolves could hide together or separately. The leader called out upon seeing any of the wolves. The sheep tried to help each other get back to the pen. The wolf was sometimes clever and ran directly for the pen in order to catch the sheep as they tried to get home. When all the sheep were caught, the one who had been caught first became wolf for the next game.

ANTI OVER was the kind of game that John could never play in town, so he liked to play it while in the country. A soft ball and a shed were used in the game. At Earl's house they played over the woodshed. Teams were chosen and the game was started by the teams going to opposite sides of the shed. One team had the ball and threw it over the shed. As the ball was thrown, the person throwing called loudly, "*Anti Over!*" This warned the other team of the throw, so that they were on the lookout for the ball as it came over the shed and tried to catch it. If the ball was not caught as it came over, any member of the team could get it and throw it back over the shed, calling, "*Anti Over!*" each time a throw was made. Of course there was much chasing after the ball.

If the ball was caught, the person catching it ran around to the other side of the shed and tried to hit with the ball



some player of the other team before he could get to the opposite side of the shed. In case a player was hit he became a member of the other team.

Every time that the catcher of the ball ran around the shed, the rest of his team mates also ran around, some going one way and some the other. This made it difficult for the other team to know who carried the ball. As soon as a team realized the ball had been caught, they tried to get to safety by running around to the opposite side of the shed. The teams exchanged sides of the shed after each catch. The throwing over the shed then began again with the call of "Anti Over!" each time. The game ended when all the players on one team were caught.

LONG BALL was always fun and was played often. Any number from four up could play, although a larger number was more exciting. The game was played with a ball and a bat. A *home plate* was made and about thirty or thirty-five feet in front of it was made a *long base*. The players were divided into two teams.

To begin the game one team was *at bat*. The other team

took the positions of *pitcher, catcher, baseman* and *fielders*, according to the number playing. The player at bat stood at the home plate ready to hit the ball, which was pitched to him. The object of the game was to hit the ball, run to the base and back again, thereby scoring *one*, without being put out.

The rules were that a batter was out if he hit a ball and it was caught; or if he was hit by a ball thrown by a fielder; or if the ball was thrown to a baseman, who held it and had his foot on the base before the batter reached it; or if he was touched by the ball while it was held by any opposing player at a time when he was not touching a base. When the batting team had three players put out, the other team came up to bat.

More than one runner could be on the long base at one time, but the first one there had to be the first runner to go on to the home base. Score was kept for each team, and of course the team with the higher number of runs won.





Some Play-Street Games

EARL had always lived in the country and it was a very happy day for him when he went into the city to visit his cousin John. There were many new and strange things for Earl in the city. He had never seen so many cars or so many people, and it seemed very odd to him not to have a large grassy place for play. There was a play street near John's home, and the boys often went there. Earl found that these boys and girls in the city knew some games that he did not play in the country, and he was glad to learn to play

their games. Do you know all these games that were played on the play street?

The curbings of the play street made excellent bases for the game of **HILL DILL**. Fred was *It* for the first game, and stood in the center of the street between the two curbings. The other boys and girls stood back of the curbings or *base lines*. Fred called out, "Hill Dill, come over the hill or I'll come over after you." The players then all had to run from where they were, across to the other base. Fred tried to tag one of them while they were changing bases. He tagged Bill, so Bill had to stand out in the center with Fred and help catch the others. Every time any player was tagged, that player had to help catch. When all the players were caught, Bill, the first player to be tagged, was *It* for the next game.





STRADDLE THE POLE was a new game to Earl, and he thought it fun, too. Any number from three up could play. Although the game was called "Straddle the Pole," if the boys or girls did not have a pole, they sometimes used one of the girls' jumping ropes stretched out, or sometimes just drew a line. One time when they used a pole, Florence was *It* first. The pole was put flat on the ground in the middle of the street.

To begin the game, all the players except Florence, who was *It*, stood with one foot on each side of the pole. Florence had to try to catch some one, but she could not step across the pole to do so, nor could she reach across. She always had to run around the end of the pole and she had to be on the same side of the pole as the person she tagged. The runners could step over the pole or run away from it when chased. Florence finally caught Ray, so he became *It*, and the others stood, one foot on each side of the pole, to start a new game.



GARDENER AND SCAMP had to have enough players to make a circle. One person was chosen to be a *gardener*. He played that the inside of the circle was his garden where he worked. Another player was chosen to be the *scamp*. He slipped into the garden and pretended to be taking vegetables. The gardener saw him and said, "What are you doing in my garden?"

"Getting some carrots [or any other vegetable]," answered the scamp.

"Who said you could do that?" asked the gardener.

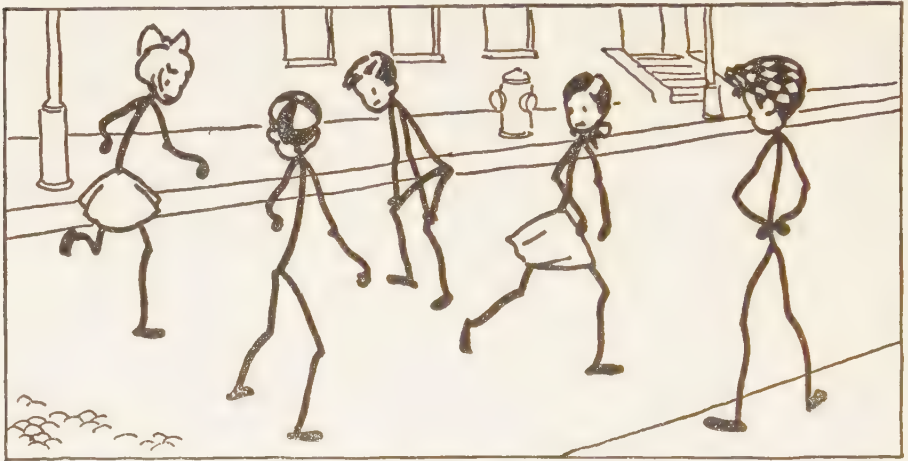
"No one," answered the scamp and started to run. The gardener chased him, following the same path the scamp took and doing whatever the scamp did. The scamp, because

he was a scamp, cut all sorts of capers, jumping, hopping around the other players, swinging players around, and so on, but taking care not to be caught by the gardener. If the gardener did not follow the scamp exactly and do all the things the scamp did, the scamp became gardener and chose another player to become the scamp. If the gardener caught the scamp, he became the scamp and chose some other player to become gardener.

MASTER OF THE RING was a pushing and shoving game. Any number could play. To start the game, all the players formed a circle and stood with their arms folded across their chests. A line was drawn around outside of the players. When the signal to play was given, each player tried to shove his neighbor or any other player out of the circle by pushing with his shoulder. A player shoved over the circle line was



out of the game. Any player who unfolded his arms was out of the game, also. The last player left in the circle was declared *Master of the Ring*.



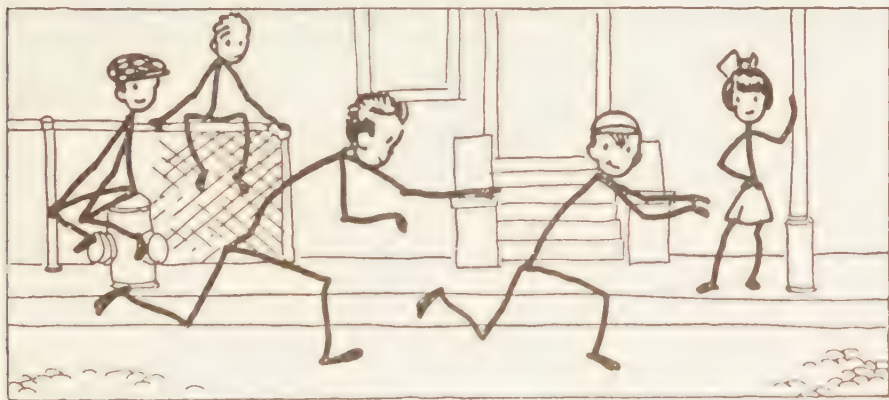
LAME FOX was played between the curbings of the play street. Helen was *It* and was the *fox*. One curbing was the *den*. The other curbing was the *yard for the chickens*. The game started by the chickens leaving their yard and going as near the fox as they thought they dared, without being caught by the fox. The fox stayed in her den and slyly watched the chickens as they came near and called, "Lame Fox! Lame Fox! Can't catch a chicken!"

When the fox thought she could catch a chicken, she rushed out of her den, but could run for only three steps. Then she became lame and hopped. The fox could hop anywhere, and change the foot to hop on, but if she put both feet down she had to go back to her den. When the fox

became tired hopping she went back to the den, but every time she left for more than three steps, she became lame.

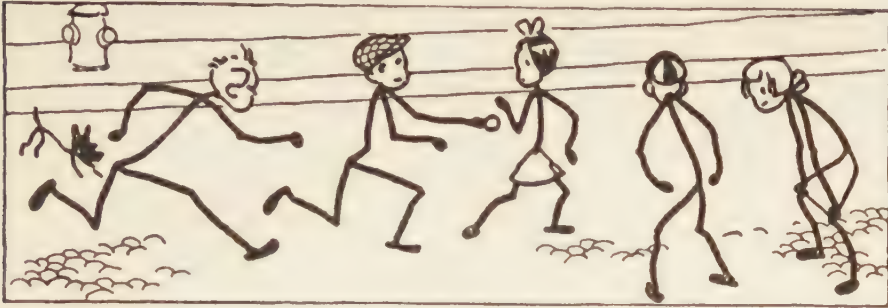
When a chicken was caught he became a fox and helped catch. All the catchers had to hop after they were three steps out of the den. The game went on until all the chickens were caught. The last chicken caught was the winner of the game, and the first chicken caught was fox for the next game.

IRON TAG was a good game for just a few players. Three could play it and more could join in at any time if they wished. Margaret was *It* and tried to catch a player who was not *touching iron*. A fence, a water hydrant, a lamp post, a door hinge—anything iron—made *bases*. Margaret thought she had caught Ray once, but he carefully showed her he



was touching a nail in a board. But she did tag Bill when he was not touching iron, so Bill became *It*.

LOCK-ARM TAG had to have four or more players to start the game. There were no bases in this tag game, but a

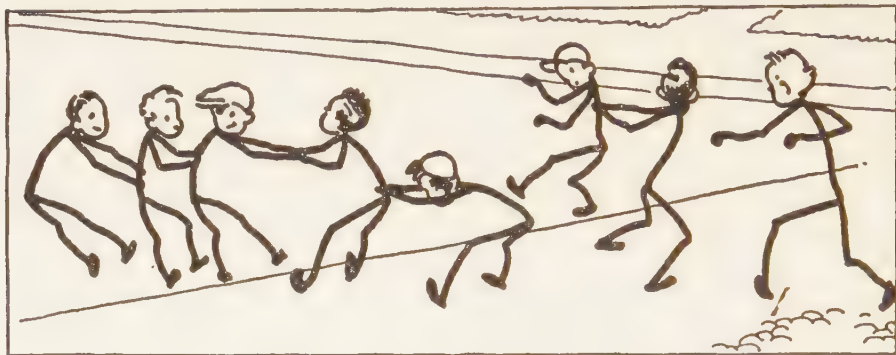


players had to try to pick up the ball as fast as they could and get away with it before they were tagged. If either player ran away from the ball to keep from being tagged, he became *It*.

SQUAT TAG had no bases for safety for the players except that they could *squat* down when about to be tagged. The person who was *It* gave the number of *squats* each player could have for safety. After a runner had squatted that number of times, he had no place to keep from being caught. Bill was *It* and gave each player four squats. He chased the players, trying to tag some one before he squatted for safety. Jane had squatted four times, so when Bill chased her she had



to keep running. Finally he tagged her, so she became *It*. Jane started a new game and gave three squats for safety.



LINE TUG OF WAR was played by choosing two teams. A line was drawn and the teams stood on opposite sides of the line. When the signal was given to start, each player reached across the line and tried to pull one player from the other team over the line. When a player was pulled clear over the line, he became a member of the other team and had to help on that side. A player stepping over the line made a *foul* and had to stop pulling until he was back on his own side of the line. The team getting all the players on its side of the line won the game.

A player did not belong to the opposite team until all of his body was pulled over the line. The players could help each other pull a player over by catching hold of feet or legs or arms or any part of the body. At the same time a player could call for help and be rescued by being pulled back on his own side by his own team mates. It was a grand tussle

and players had to watch out that they were not caught unawares and pulled over the line. The boys liked this game better than the girls, but some of the girls liked to play it, too.

KEEP BALL was easy to learn to play and a great deal of fun. Paul and Fred chose sides. Paul was first chooser, so Fred's side had the ball first. The players on Fred's team threw the ball about among themselves, and tried to keep anyone of the other team from getting the ball. Paul's team, of course, watched the ball and tried to get it for their side to pass. It was not fair for one player to catch hold of another in order to get the ball. The ball had to be caught



in the air or on the ground. Of course it was most fun to have the ball to pass, so both teams worked hard trying to keep the ball or trying to get it.

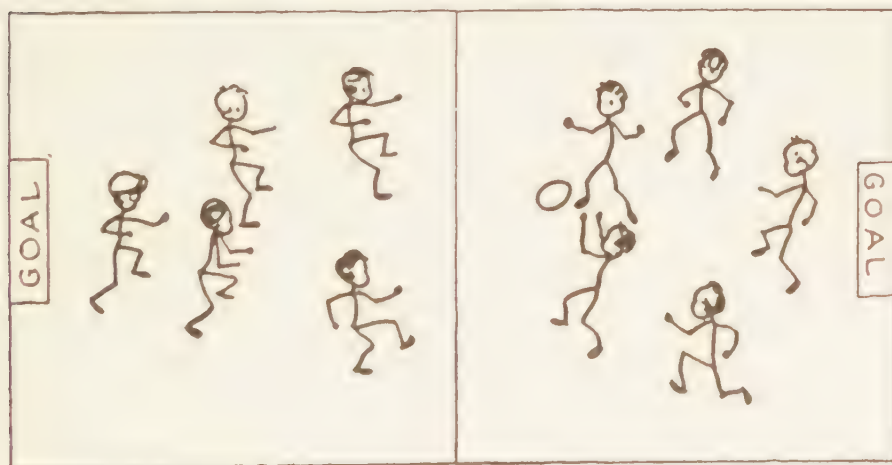


In the game of **BOUND HANDS** the curbings were used for *bases*. Ray was *It* and stood in the center between the bases. The rest of the players divided themselves between the two bases to start the game. Ray had to try to catch the players as they ran from one base to another. He caught John first, so John had to take hold of Ray's hand and the two were catchers with hands *bound* together. They caught Jane next. Then she had to take hold of John's hand and the three players had *bound hands*. Every time any one was caught he became bound to the catching line. The game ended when all the players were bound together in the catching line. John was the first player caught. So he was *It* for the next game.

DRIVE BALL was one of the most popular games of the play street. The boys played it more than the girls. Two

could play it, or a group could divide into two teams to play it. Goals were marked off at each end of the playing space, and a line was drawn halfway between the goals. The game was to kick the ball and try to drive it through the opponents' goal space. When the ball touched the ground within the goal space, a score of *one* was made.

The game was started by the ball being kicked from the center line. The player getting the ball kicked it from the place where he caught it or picked it up. He could kick it to another member of his team or try to make a kick into his opponents' goal. All the members of one team played on one side of the line. If the player with the ball stepped over the line, he had to give the ball to a member of the opposite team. The players spread themselves out in their playing space as this was the best way to protect their goal as well as to get the ball. The side having the higher score won.





The Boys' Party for Their Mothers

BOYS can plan and carry through parties as well as anyone. At least that is what the mothers of one group of boys thought after a very happy evening which all of them had together.

The party came about this way.

During the summer some of the boys had been helping each other with their work and jobs. At various times after the work was finished nice little surprises appeared. One time at Bill's house a plate of cookies was waiting on the top

step of the back porch after the boys had put away the lawn mower. A tray with cool milk and crackers on it had been welcomed by all the boys one hot day at Ted's house. There had been rosy ripe peaches at Earl's home and juicy apples at Ray's. Then some of the mothers had gone with the boys on a picnic, and one mother had taken them to the zoo. Another mother had helped with costumes for a play in the barn.

"It seems as if our mothers are always doing something for us or helping us in some way," said Ray one day after school, as the gang was talking about what to do. "Why don't we do something for our mothers as a surprise, just to show them we can do something by ourselves for once?"

"Let's make it a party and every fellow bring his mother as a guest," suggested Henry.

"That's a go. We can have it Friday evening. I know Mother will let us have it at our house. I'll ask her tonight, to make sure," said Frederick.

"My mother is away for two weeks, so how do I get in?" wailed Bill.

"Why not borrow a mother for the evening?" suggested Ray. "And Earl lives with his aunt, so he can bring her."

"What'll we do when we get them there?" And in that question the boys had a problem. What were they going to do to entertain their mothers on Friday evening?

"We must do all the work," said Bill.

"Let's make it fun and give them a laugh," said Earl.

"But not too much roughing around," said Henry.

The boys had many meetings together during the remainder of the week. Some were meetings of two or three boys and there were two meetings of the whole bunch. By Friday afternoon the boys were ready for their party. They had planned some jolly games and some refreshments. When big sister Louise was told all they had planned, she said she wished some one had borrowed her for a mother so she could go to the party, too.



SPIDER WEBS had been made over the house with strings. The boys had had great fun that afternoon getting ready for this game. A small ball of string (the spider's web) had been made to go wandering around in the rooms so it would make a trail, and yet be out of the way so that it would not be readily broken. There were as many of these web trails put up as there were mothers expected. The boys began making the trails in any part of the house. A package was

then tied to the starting end of each string, to be the center of a *web*; these packages were, if possible, tucked out of sight. Then the strings to make the webs were made to go in and out of the rooms, around the stair rails, under tables, or anywhere that they would not be liable to get broken before the game was played. Every web trail finished, finally, in the living room and paper spiders of different colors were tied, one on each string. These spiders were placed in obvious spots about the living room, to be the starting points for the game.

After each boy had escorted his mother to the party that evening, the fun began with the *Spider Webs*.

"We have heard our mothers say they don't like spider webs in the house," said Ted, who was running this game. "But we have some very wonderful spiders that have made a kind of magic web. We are going to give each of you mothers a spider. You are to find its mate somewhere here in the living room and follow its web wherever it leads you."

Ted then gave out the different colored spiders and each mother began to search for another one that matched hers. The boys in great glee watched their mothers following the trails, going under rugs, bureaus, tables, and in all sorts of funny places the boys had thought of. But the most fun was to hear the mothers exclaiming in various parts of the house when they untied the little packages they found at the ends of their webs. For in each package the boys had put a gay little artificial flower for Mother to wear.



GUESS THE BABY was the next game. Each boy had secretly brought a baby picture of his mother to the party. These were put out on the dining-room table and a number placed below each one. Each player was given a pencil and paper and was told to go and look at the pictures. The game was to write on the paper opposite the number the name of the mother whose baby picture it was thought to be. The mothers laughed and laughed when they saw each other as babies.

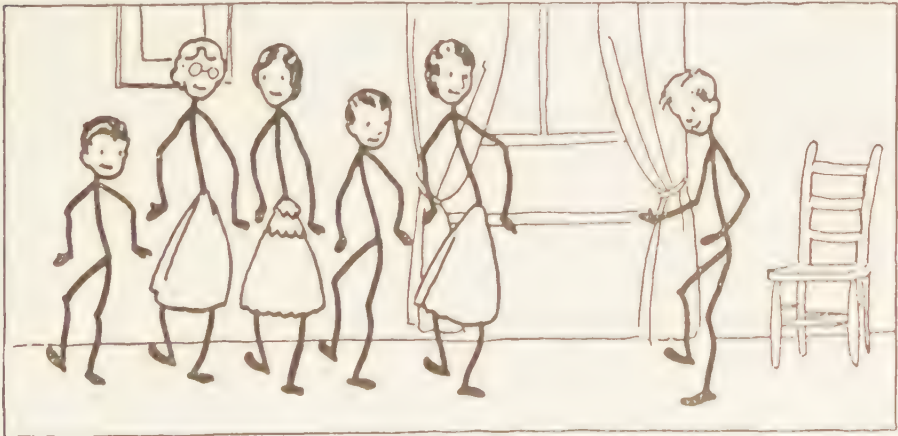
After about eight minutes for the guessing, Bill read off the numbers and the correct names of the pictures. Ted's mother had guessed the most pictures correctly so she was given a tiny baby doll as a reward.

"We should have had baby pictures of you boys, too," said Bert's mother to Bill, who was running this game.

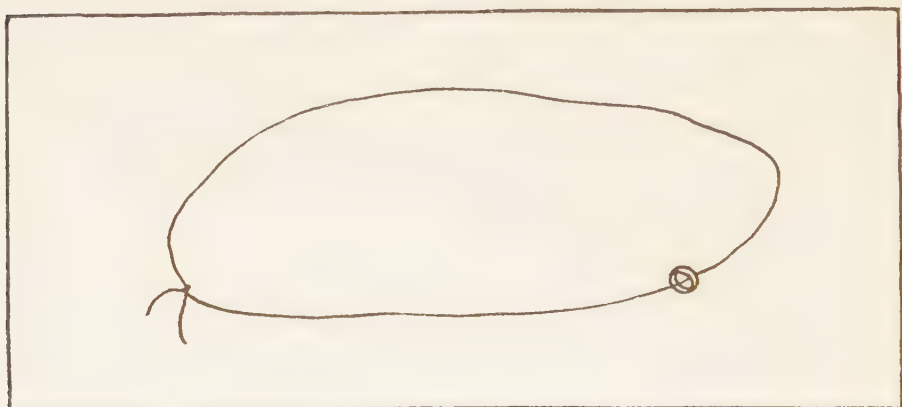
"We were very careful not to have ours," laughed Bill.

QUEEN DIDO IS DEAD seemed a sad name for a game, but it really caused much laughter. Ray led this game. The

players were divided into lines on opposite sides of the room and facing each other. Ray stood between the ends of the lines. He started the game by saying in a mournful voice, "Queen Dido is dead." The first person in each line asked, "How did she die?" Ray answered, "She died doing this," and began shaking his right hand and continued to shake it all during the game. The first ones in each line then turned to their neighbors and said to them, "Queen Dido is dead." The neighbors asked, "How did she die?" The first ones said, "She died doing this," and started shaking their right hands, which they continued to do all during the game. The next ones now addressed their neighbors in the same way, and so on down both lines. Then Ray took up the conversation again and began shaking his left hand and continued shaking both right and left hands. When the conversation came to Ray the next time he shook his right foot, and the next time it came to him he shook his head. By that



time everyone was laughing so hard trying to keep all their various "shakings" going and watch the others, too, that the game just had to end.



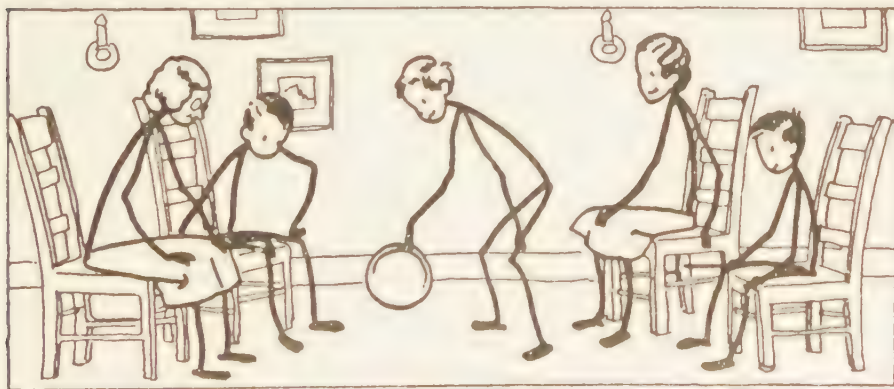
GETTING THE RING gave the group a chance to sit down for a while. Frederick started this game. The players sat in a circle and Frederick stood in the middle of the circle. A cord was passed through a ring and the ends of the cord were tied. The cord was long enough to extend around the circle of players. To start the game the players took hold of the cord with both hands and the ring was passed along on the cord from hand to hand. Frederick stood in the center and tried to find the ring which was being rapidly passed along.

After watching closely for a while he thought he knew where the ring was, so he called "Stop!" The players then kept their hands quiet, but still held the cord. Frederick then pointed to the right hand of Ray's mother. She had to lift

her right hand and there was the ring, so she became the *Old Maid* and had to be *It* and stand in the center of the circle. If *It* asked a player to lift his hand and no ring was there, the game went on as before until *It* guessed correctly where the ring was.

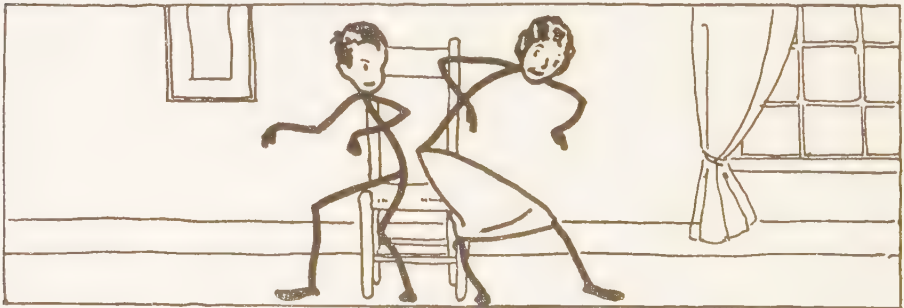
SPIN THE PLATTER was also played with the players sitting in a circle. Don was the leader for this game. First he named all the mothers after some utensil used in the pantry or kitchen, such as spoon, pan, egg beater, cup, and so on. Then he gave the boys names of something made in the kitchen, such as cookies, cake, pie, doughnuts, and so on.

Don then stood in the center of the circle with a tin platter and started a story about some baking that was to be done. In his story, when he came to the name of a utensil that he had given to a player, Don spun the tin platter as he said the name. The mother who had that name had to rush to the center of the circle, and catch the platter before it



stopped spinning. She then went on with the story, using the name of some utensil or something baked, and spinning the platter as she said the name. If a player failed to catch the platter before it stopped spinning, or let it fall to the floor, a forfeit had to be paid. These forfeits were redeemed at the end of the game by the owners, each of whom had to do a stunt to regain his property.

CATERPILLAR was loads of fun. The players all sat in a circle and drew their chairs together so that they were about a foot apart. Earl was *It* and there was a chair in the circle for him, but he stood in the center of the circle, leaving his chair empty. The game was for Earl to try to get a seat and for the others to try to stop him by continually changing their seats so as to occupy the vacant chair Earl tried to get. The players could move to a vacant chair on either side of them. The empty chair was sometimes on one side of the



circle and sometimes on the other. Earl finally succeeded in getting a seat, and then Ted's mother had none, so she became *It*. The continual moving made the players about as active

as *It* had to be, so that they found "Caterpillar" a rather strenuous game for indoors.



HAPPY HUNTSMAN was another game in which chairs were used. This time the chairs were placed in a row down the center of the room, and facing alternately in opposite directions. There were as many chairs as there were players, except for the leader, Henry. He went around and gave each player the name of something a hunter would want to have with him on a hunting trip, such as gun, boots, and so on.

After everyone was named, Henry, who was the *hunter*, began walking around and said, "I am going hunting. I need my gun." Bill, who was named *gun*, then got up and put his hands on Henry's shoulders. Henry kept moving and saying what he needed. As each player's name was said, that player got up and put his hands on the shoulders of the last one in line until all the players were out of their chairs and moving in a line after Henry. Then Henry, the hunter, suddenly cried, "Bang!" upon which everyone rushed for a seat, including the hunter. Everyone found a seat except

Frederick, so he became hunter for the next game, and had to give the players the names of the things he wanted to take with him on his trip.



CLOTHES RACE was a game for just the boys. The mothers were the audience and laughed heartily in watching the race. Four chairs were placed in the four corners of the room and on each chair were signs which read: *Handkerchiefs; Ties; Coats; Shoes*. The boys lined up and, at the signal, had to run to the first chair and leave their handkerchiefs, to the second chair and leave their neckties, to the third chair and leave their coats, and to the fourth chair and leave their shoes. Without stopping, each boy had to run around again; get his own handkerchief; find his tie and put it on; put on his coat; put on both shoes, and lace them and tie them. The mothers laughed to see the struggle with ties and shoe strings and knots, and all cheered Henry, who won.

A NEWSPAPER RACE for the mothers made the boys laugh. Fred was the leader. He announced, "All of us boys have seen our mothers put papers down to keep places on

the floors clean. We are going to let them see how hard it really is to step on papers." The mothers were asked to stand in a line at one end of the room. Each one was given two folded sections from a newspaper. The game was to race to the opposite end of the room by stepping only on the papers. This was done by standing on one piece of paper and moving the other piece ahead to make a place for the next step. Of course every boy cheered his own mother and



called out to her just what to do to win. Ray was very proud to have his mother win the race.



MOTHER GOOSE PANTOMIMES were fun to plan and fun to watch the others do. This was Bob's game to run.

He passed around a box with small pieces of colored paper. Each person took a piece and Bob asked all the players holding pieces of the same color to get together. Then he announced that each group was to decide on some Mother Goose rime and act it out for the others to guess what it was. The acting must not take more than three minutes, and they would have five minutes to get ready. (While the rest were getting ready for their pantomimes or acting, Jim and Bert went into the kitchen to get the refreshments ready.)

At the end of five minutes, Bob called on the *Reds* to give their pantomime. The others sat and watched Don's mother take a seat on a low stool and pretend to eat out of a bowl held in her lap. Then Ted came in, crawling on his hands and knees, with Earl lying crossways on his back, with legs and arms dangling as if walking. This strange animal went over and stopped beside the stool and Don's mother looked frightened and ran away very fast. The audience laughed and clapped and shouted "Little Miss Muffet!" The spider was so funny they asked it to walk again for them.

Next Don called on the *Blues*, who gave a pantomime of "Hickory Dickory Dock." The *Greens* gave one of "Old King Cole."

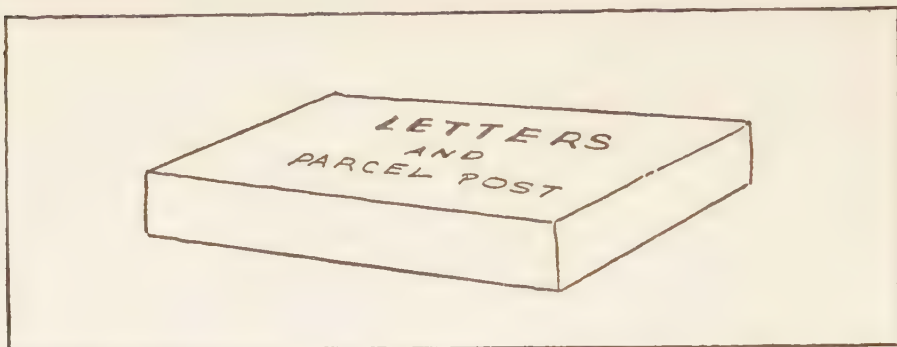
After the pantomimes, Bert asked the boys to help serve the refreshments, and soon afterward there were happy good-nights and each boy was escorting his own mother, or his borrowed one, back home.



Games for One

MARGARET had been exposed to scarlet fever and now she had to stay home from school and away from other children, and the weather was so bad it meant staying in the house. Have you ever had that hard thing to do? It was no fun at all. The neighborhood girls and boys tried to make the days go fast for Margaret while she had to play alone. These are some of the things they did for her.

Esther and Grace got a large, heavy cardboard box. It was one in which a new suit for Esther's father had come.



They very carefully cut a long slit in one end of the lid. Then Grace ran for a crayon and on the lid they neatly printed: LETTERS AND PARCEL POST.

"Now we must get something ready to put into the box," said Esther. "I have some nice post-card pictures of animals I bought when I was at the Zoo Saturday. I'm going to put some of them in."

"Fine," said Grace. "Suppose I write just a regular letter to Margaret, and tell her we are leaving the box by her front door and for her to look in it every day for mail or something."

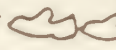
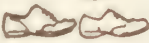
After some time, Grace's letter was finished and the letters and cards were dropped into the box. Mother suggested that the girls call up Margaret's mother before they left the box outside the door. Margaret's mother was delighted and very much pleased that Margaret was to have this mail box to bring her messages from her friends.

The box had several letters and cards in it next day, and Margaret thought it was great fun to have them. But the

one that she read over the most often was a PICTURE LETTER that came from Jane.



DEAR MARGARET:

 feel very  to know that U have
to stay in the  .  hope U will 
have to go to  or take any bad medicines from 
or  . Friday  was caught in the 
coming from  and had no  or  with
me. So when  reached my  my 
were both soaked and  had to change my 
and  Then my  gave me a  of
milk and some  and they tasted so good.

 at your  and I'll wave my  at
U as  go by in the morning.

Your loving friend,

JANE



Grace had a great deal of fun getting a CODE LETTER ready for Margaret. Grace planned it this way. On the first sheet of her paper she wrote her letter to Margaret in code. That would surprise Margaret and make her wonder about it for a while. This is the way the letter looked.

DEAR MARGARET
 3032 3 237230

HAVE YOU EVER
 2200 77 0303
 TRIED WRITING A LETTER
 2330 0377307 2 002203
 IN CODE I THINK IT IS AS
 30 0300? 7 23300 7 2 2 2
 HARD TO WRITE AS IT IS
 223 2 037700 2 2 7 2
 TO READ TRY WRITING SOME
 2 0300. 27 0377307 2300

GRACE
 7220

On the second sheet of her paper Grace wrote a note of explanation.

DEAR MARGARET:

If you can't read the first part of this letter, turn this sheet over and find the *code alphabet*. The lines about each letter and dots are used for the code letters, as  for *m*. Notice the second group of letters has one dot that goes with each letter in that group, and the last group has two dots. It is an easy code to remember, so don't forget how the letters are arranged and we may use it again sometime.

GRACE.

On the other side of the page Margaret saw:

CODE ALPHABET

A	B	C
D	E	F
G	H	I

J	K	L
M	N	O
P	Q	R

S	T	U
V	W	X
Y	Z	

Ray wanted very much to have something different to put into the mail box. He decided that something he liked would probably be liked by Margaret, too. So he wrapped up the latest number of his favorite magazine and dropped it into the box on his way to school next morning.

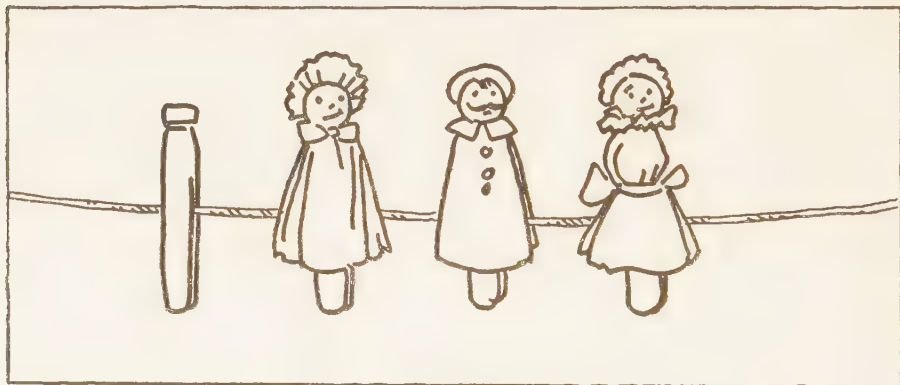
John dropped in a book of stories he liked very much.

CLOTHESPIN DOLLS were fun to make, Helen thought, so she made one for Margaret. Then she made up a package of many-colored tissue paper and sent a note with the package. In the note she told Margaret to ask her mother to let her use some clothespins and make as many dolls as there were days that Margaret had to stay in the house. "Dress the dolls in different colored paper dresses," she wrote, "and they will be for the different kinds of days — yellow dress for sunny day, rose for warm day, and so on."

Then Margaret was to put up a clothesline somewhere

and stand the dolls on it. At the end of each day she was in quarantine, Margaret was to take down a doll.

The dolls were very easy to dress and a great deal of fun. The head of the clothespin was used for the head of the doll and was loosely covered with white paper tied snugly around the neck with a thread. The dress was made of paper cut to go well around the clothespin and twice the length, then folded over and tied in the fold around the neck, making a petticoat and dress of the same color. Strips of paper or



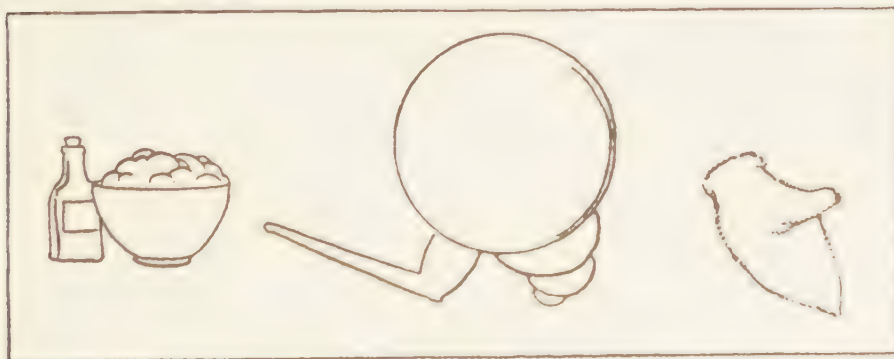
ribbons were used for belts. Then caps or kerchiefs of different colors were added, and a hat or bonnet to match. They were very gay dolls and wore many different styles.

Esther left a package one morning and laughed with glee telling Grace about it later. In the package were the tops sliced off of **FOUR CARROTS**. About a half inch of the stems had been left on each small slice of carrot. There were some slices of beets, too, with a small portion of stem left on them.



"It might look as if I were using the mail box for a garbage can," said Esther. "But I tied on a note, telling Margaret to put the carrots and beet slices into a small bowl, stems up, and keep water on them. Put them in a sunny window and she'll have a pretty bowl of feathery green and red-stemmed leaves before many days."

Another odd package that Margaret liked had in it a sponge and a small envelope. "Whatever is this for?" wondered Margaret. On the envelope she found these directions: "Put the sponge in water and when well moistened cover with the small **FLAXSEED** in this envelope. If the sponge is placed in a small vase or bowl and put in a sunny window, you will soon have a pretty green sponge of plants."



Florence and her mother planned a package together. In a small box they put a clay pipe for **SOAP BUBBLES**. Then Mother added a small bottle of glycerine and an old woolen mitten. Florence laughed when Mother put these into the box.

"What are they for?" exclaimed Florence.

"A teaspoon of glycerine added to a small cup of good, soapy water makes rainbows in the bubbles. The bubbles seem to be made stronger, too," explained Mother. "The mitten is to be put on the hand. The bubbles will not break when lighting on the wool and they can be gently bounced about with the mitten."

Ray was greatly pleased with a letter he wrote to Margaret and before he put it into the box he showed it to as many people as possible.

"I don't see any letter on that paper," said Fred, as Ray displayed a nice, blank-looking sheet of paper.

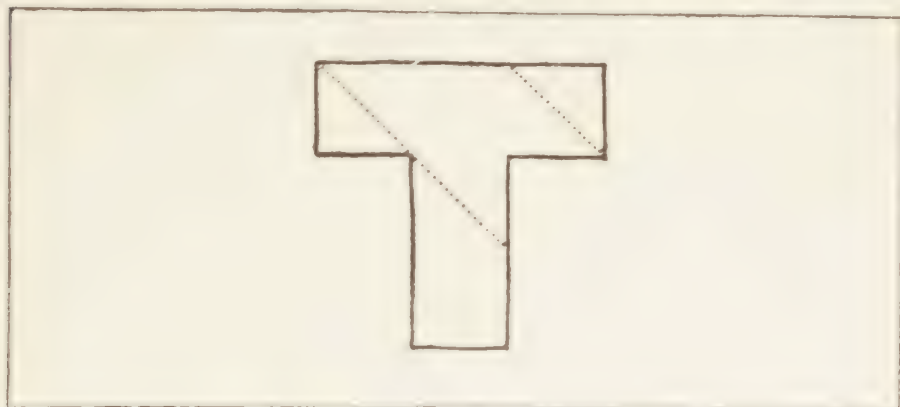


"Of course you don't," chuckled Ray. "That's just why it is so good, because there is a letter there, and if a person

isn't pretty sharp the little secret way down in the corner here won't be seen."

"Well, let me look again," said Fred. There in the corner was written in fine letters: *Press me with a hot iron.*

"You see." Ray explained, "the letter is written with a new pen and LEMON-JUICE INK, and you can't see the writing until after a hot iron has been passed over the paper."



Paul remembered a puzzle that had been given to him once, and he made one like it for Margaret. He took a piece of red cardboard and drew a large letter T on it. The cardboard didn't have to be red, but Paul thought that color would make the puzzle more attractive. It was also a good idea to make the puzzle of cardboard that was colored differently on the two sides. In making the T Paul was careful to have the cross piece just as wide as the up-and-down piece of the T. After cutting the letter out, he drew lines on it like the dotted lines in the picture. This divided the

puzzle into four parts. Paul carefully cut on these dotted lines, and put the four parts into an envelope and wrote on the outside—"A T OF FOUR."

"I wonder if Margaret can put it together," said Paul.



Florence, Jane, and Grace had a good time one rainy afternoon making **PICTURE PUZZLES** for Margaret. They had permission to look through a pile of old magazines and tear out any of the gayly colored pictures. These pictures they carefully pasted on some cardboard. Then, on the back of the cardboard, they drew lines dividing the cardboard into various shaped parts. With scissors they cut on these lines. After the pieces were all cut, each piece was turned over and any edge of the picture that seemed to be loosened by the cutting was pasted again. All the pieces of one picture were kept together and put into a large envelope with the name of the picture plainly written on the outside.

John and Earl were playing the **GAME OF DOTS** one day and decided to send their pictures to Margaret. On a sheet

of paper John made a dot, then Earl made one, and they kept on taking turns until there were six dots altogether. Then on two other sheets of paper they copied the dots just as they had been put on the first sheet. Each boy took one of the sheets of paper and drew a picture so that some line of the picture went through the dots. When they had finished their pictures they showed them to each other, and laughed to see how different they were.

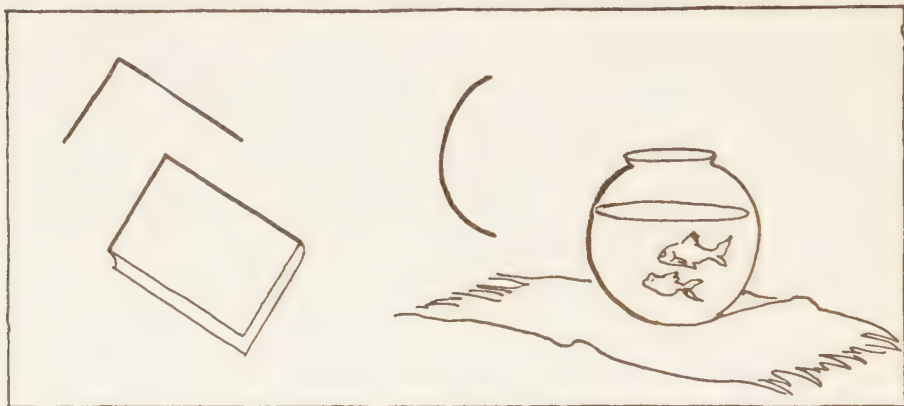
"We'll clip these together with the third sheet of dots on top," said John, "and send a note along telling Margaret not to look at our pictures until she has drawn hers on the top sheet. Now let's make some more, so she'll have several to do and to look at."



When they had finished that game, John thought of the **GAME OF LINES.**

"We can play it and send our drawings and some lines

for Margaret to use in pictures, too," said John. So John made a curly line on a piece of paper, then made two more



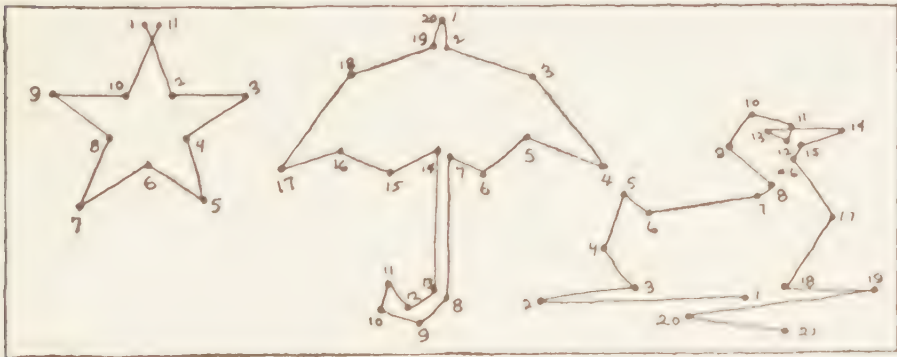
like it on other papers—one for Earl and one to send Margaret. The game was to make a picture, using the line in drawing it. They showed their pictures to each other when they were drawn, then fastened them to the sheet for Margaret and put them in her mail box together with a note telling about the game.

When Jane heard about the boys' game it reminded her of **DOT PICTURES** so she made some of them for Margaret. Jane took some rather thin paper and carefully made a picture of a star. Then she began at one of the points and put number 1. Her pencil followed one line until it changed directions. There she put a 2, then followed the line out to the next changing point, and put a 3, and so on clear around the star until she was back to number 1, where she put number 11 to finish the last line.

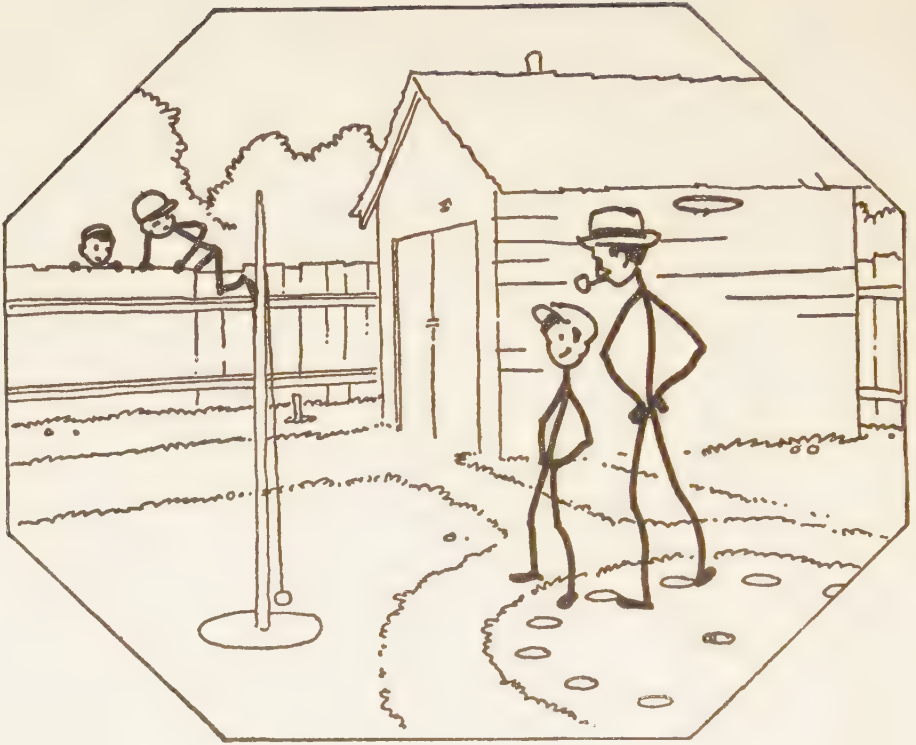
At each number she put a dot where the line of the star changed directions. Jane remembered the numbers must be placed so that a line could be drawn from dot 1 through each consecutive number without stopping, and make a good star. So she carefully followed the numbers again to make sure she had put them in correct order by the dots. After that she took a clean piece of thin paper and put it over the star, and holding it on the windowpane, she copied only the numbers and dots. At the bottom of the sheet she wrote:

"Hold this paper on the window glass, with the writing next to the glass. Take a pencil and begin drawing at dot 1, through dot 2, and so on through dot 11. You will have a picture of something 'Seen in the dark.'"

Jane made other pictures and called them "A Rainy-Day Friend" and "Paddling." Tracing paper could have



been used instead of the window glass, but Jane thought the window glass more fun. Besides she did not always have tracing paper when she wanted it.



Back Yard Games

“**A**ND say, Dad,” called Bob over the banisters, “I have an idea for that space by the garage.”

“Good,” answered Dad. “Put it down on our list.”

“What if it rains tomorrow afternoon?” Bob called to his father again.

“Well, I’ll be home early anyway and we can get some things ready in the garage to put out when it stops raining,” explained Dad.

“I’ll be waiting for you,” said Bob.

The first of the week Bob had come home one evening, wishing his family had a yard big enough so something could be played in it.

"Well, maybe we have," said Dad, looking up from his newspaper. "You never can tell till you try."

"I don't see where," Bob answered. "Just a strip of green grass in front. And back of the house is a strip by the drive and that circle the walk makes and that patch by the side of the garage. Now what can be played in a yard like that?"

"Let's talk about it," said Father, laying aside his paper. And so they talked about it that evening and the next two evenings, until Bob could hardly wait for Saturday afternoon to come, when he and Dad were going to begin things.

It did not rain, and Bob was out in front of the house waiting for his father to come home. They were going to start their back-yard games adventure.

"We won't get everything put up all at once," said Dad, "because we'll want to try out everything we set up as we go along. What do you say?"

"Sure. Let's try out everything because you put some games on the list I don't know about."

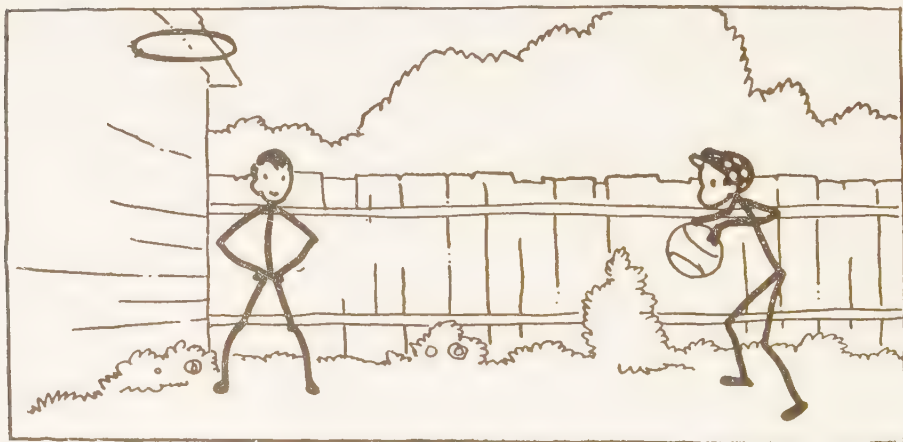
"Get the hammer out of the garage and come on down cellar. We'll begin by getting that hoop," suggested Father.

"**BASKET-BALL TOSS** can be played through a barrel hoop as well as through a regular iron ring in a gymnasium," explained Father as he was tugging away at a hoop on a

barrel in the cellar. They took the hoop outside and fastened it securely on the end of the garage, ten feet above the ground. "We'll put it up that high," said Dad, "because that is the regulation height for the goal in real basket-ball. We might just as well be trying to throw for a regular goal."

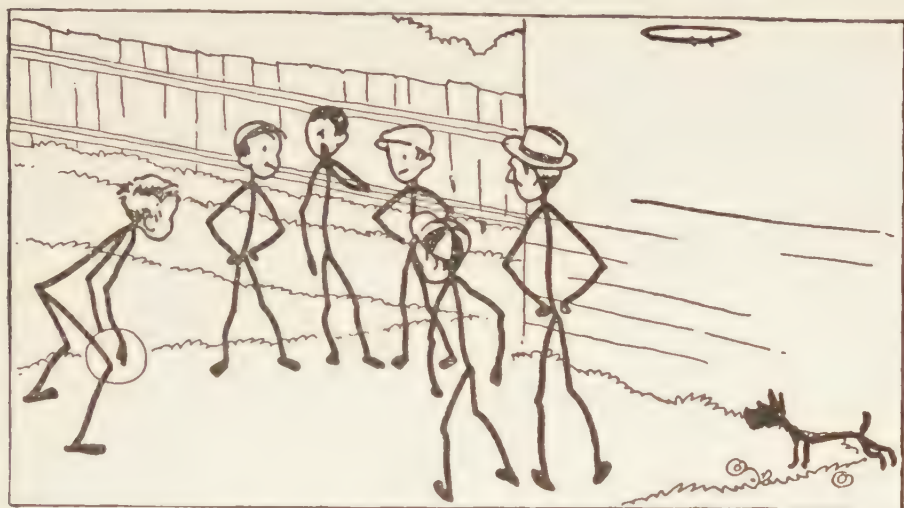
To play "Basket-Ball Toss," the player stood on a line fifteen feet away from the hoop. The player had ten successive throws from the line, with the basket-ball, trying to make the ball go through the hoop. Another player stood under the hoop so as to pass the ball back to the thrower. When the next player took his turn, of course he tried to make more goals than the boy who had preceded him. The one scoring the highest number of goals won.

"The good part about this game," Dad said, "is that you



can play it against yourself. You remember how many goals you make out of twenty-five trials and the next time you

play you see if you can't make a better record. I can see myself improving right now."



TWENTY-ONE was started when four of the other boys came over. Two, or any even number of people could play.

"We have to choose sides for this game. Suppose Bob and Earl choose," suggested Dad.

A player from each team took a turn at throwing the ball. Each player had three turns to throw and each throw lasted as long as he could put the ball through the hoop. The first throw was made from a line agreed upon. If this throw went through the hoop, the player scored *three* for his team, and threw again from the line. If the throw was not successful, the player ran forward to catch the ball, and took his next throw from the point where the ball was caught. A successful throw from any place except the line scored *one*.

Ten was counted for a successful throw from the line, made standing with the player's back to the hoop.

"The side getting *twenty-one* points first wins the game," explained Dad. "But they must get just *twenty-one*, no more and no less; otherwise they lose all their points and have to begin scoring all over. That is, if Bob's team had twenty points and Bill made a throw from the line which would score three points, that would make Bob's team score twenty-three points. Then they wouldn't win the game, but would lose their whole score and have to begin all over. That makes you a bit watchful of your score near the end of the game! We'll play from this line for a few games, then have a different starting line, to vary the throws."

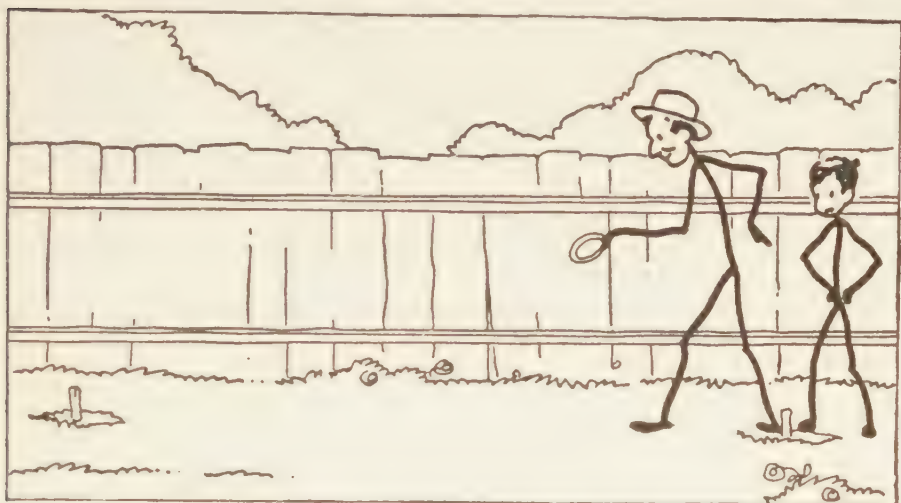
QUOITS was planned for the strip of yard at the side of the driveway. A stake was driven into the ground at each end of the playing space.

"We'll leave about four inches of each stake out of the ground," suggested Dad. "And that's all there is about setting up this game. Now we are ready for those four iron rings I brought home. We call them *quoits*."

"Each of us has two quoits, and the point of the game is to pitch them at the stake, trying to make them go around it. A quoit going around the stake counts *five*, and is called a *ringer*. When no ringers are made the quoit that is nearest the stake counts *one*. If either of us has both of his quoits nearest to the stake, then *two* points are scored."

"We probably won't make any ringers at first, so let's

begin by calling *ten* points a game. You have first throw this game, and I have it next game. When we throw we have to *heel the stake* we're playing from. That means keep one heel touching the stake." Bob and Dad had played three games when two of the neighbor boys came over.

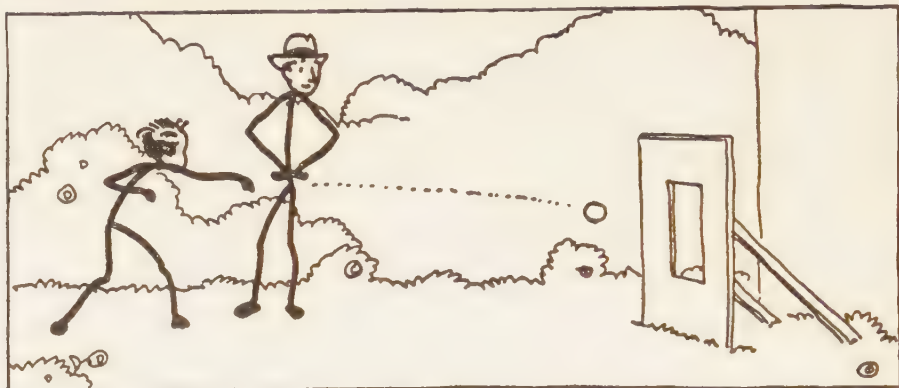


"Now we can play partners," said Dad. "Don and I will stand Bob and Henry. One of each pair of partners stands by a stake and throws from there all the time. Playing partners is lots of fun."

It was fun—so much that they played until it was too dark to see the stakes.

A BASEBALL PITCHING BOARD was made the next Saturday afternoon that Dad was not busy. "See what a gift I've had," said Dad as he came home that noon.

"Looks just like some scrap boards to me," said Bob.



"Give me time and I'll show you, because these really are some extra good pieces of boards that were given to me at my earnest request at the carpenter's shop up the hill. You get out the saw and hammer and some nails, and I'll be with you as soon as I have had something to eat.

"A *baseball pitching board* is what we are now going to make," explained Dad as he joined Bob in the back yard. "You know a good pitcher has to pitch a baseball accurately. So we are going to make something that will help us to learn to pitch accurately. We'll begin by making a frame that we can nail the boards onto in such a way that in the center we'll have a rectangular hole. The width of the hole will be the width of the home plate, 17 inches. That is for indoor baseball. The height of the hole will be about the average height of a fellow between his knees and his shoulders. Then, you see, if you pitch a ball through the hole, you have pitched a good ball. We'll put two supports at each side of the frame so that it will stand up."

They went to work with saw, hammer, and nails, and after a while Dad stood the board up and said, "There, let's try it out."

The board was put over in the corner by the back fence and the garage, because, as Dad said, they made a good backstop.

"To begin the pitching, I think it is better to stand rather near the board. There are more chances of putting the ball through the hole that way. Then as we get better we'll move farther away. We'll take turn and turn about, pitching. The fellow not pitching chases the ball. A ball pitched through the hole is called a *strike*. A ball pitched so that it hits the board or goes outside of the board is called a *ball*. If a pitched ball hits the edge of the board and goes through the hole, it is called a *foul ball*, and does not count. A foul ball has to be pitched again. Each player's turn lasts until he makes three strikes or four balls. For three strikes the player *scores one* point. For four balls the player *loses one* point. If a fellow hasn't anything to lose, he owes that point until he makes something. Come on, play ball!"

Bob had his turn first and ended by owing one. Dad scored on three strikes, and both players agreed that he should stand farther away from the board next time. Bob was better next turn and scored one, which canceled the one he owed.

"This is a great idea, Dad," said Bob later. "Did you have a board like this to help you to learn to pitch so well?"

Dad laughed. "No," he said, "I used to pitch at a knot

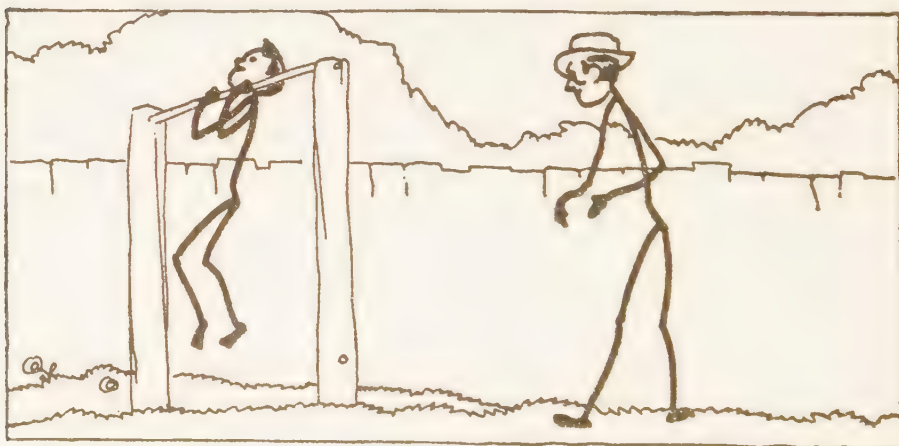
hole in the side of the barn. And it wasn't such a bad idea either. I learned to hit it often."

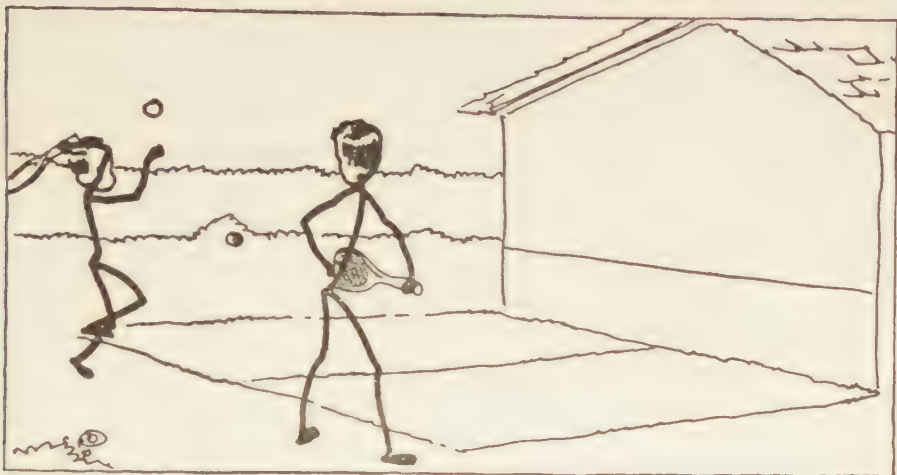
A CHINNING BAR was put up one day later. Father took a piece of pipe, an inch across, and fastened it up between two poles. He made it just as high as the tips of Bob's fingers when his arms were stretched above his head.

"Now see how many times you can chin yourself," said Dad. "That means taking hold of the bar and pulling your chin up above the bar."

Bob tried to do it and found he could not get his chin above the bar. "Well, that's something for you to work toward," said Dad. "Try doing it every day and you'll be surprised how soon you find your chin above that bar."

"Here's something else to try doing," and Dad took hold of the bar with both hands, pulled his feet up between his hands, and then on through and down to the ground. Still holding to the bar, he drew his feet back up between his





hands and down to the ground, having completely turned himself over. "We used to call that 'Skinning the Cat,'" explained Dad. "Try hanging by your knees, too."

WALL TENNIS needed a little paint and some lines to get it started, besides tennis rackets and balls.

"We'll draw a line clear across the end of the garage three feet above the ground. Then we'll draw another line an inch below it and paint carefully between," said Dad.

"Why just three feet above the ground?" asked Bob, as he dipped the paintbrush in the can.

"That's the height of the center of the net in real tennis. While you finish the painting I'll make the lines on the grass," went on Dad. "If this place were just ground we could scratch our lines with a stick. But since the grass is growing well here, I've bought some tape to fasten down for lines. We could use lines of lime on the grass, too, but they

wash off with the rain and they're hard to make unless you have a regular tennis-line marker."

Dad fastened a line of tape on the ground out from each side of the garage, and then a cross line connecting the two lines, thus making a rectangle out from the end of the garage. He also put a line of tape from the center of the garage to the center of the cross line, dividing the rectangle into halves.

"Get our tennis rackets and balls, and when the paint is dry, we can begin. We'll do as many things as we can in 'Wall Tennis' just as we would in regular tennis, so that it will help you to learn real tennis when you have a chance to play that. First we'll toss up to see who gets the *serve*.

"You see that fine stringing at the top of your racket is rough on one side and smooth on the other. Now as I twirl my racket in the air, you call out either 'Rough' or 'Smooth.' If the racket falls with the side up that you call, then you win the toss and get the choice of either the right to serve or of sides to play on.

"Now take both the balls and stand back of the *serving line*, or the back line on the right-hand side, and serve the ball to me. To *serve* the ball means to toss it up in the air and then hit it with your racket so that the ball hits the wall above the line on the garage and bounds back into my side of the *court* or playing space. If you aren't good enough to do it the first time, you have a chance to use the second ball. If you miss with the second ball you lose, and I score *fifteen*. To make a good serve you had better stand back of the line

near the outside corner of your court and aim at a point a little above the center line on your side. I *receive* the ball after you serve it and I hit it after it bounces once. I try to hit it back against the wall anywhere so that it will bounce within the lines, and you try to return it again to me the same way. The player failing to return the ball loses the point. Only the served ball has to hit the wall above the line and go within the receiver's court. After that the ball is kept in play anywhere on the wall or within the playing space. The server changes corners after each serve.

"The score will be counted as in real tennis. I'll tell it to you and you can ask me about it as many times as you like, as it's a bit hard to remember at first:

"A player scores *fifteen* for each of the first two points he wins.

"A player scores *ten* for the third point he wins.

"A player wins the game with four points, known as *fifteen*, *thirty*, *forty*, *game*, unless both players have three points at the same time, which would make the score *forty all* or *deuce*. When the score is *deuce* a player must win two successive points to get the game or three successive points if the opponent has the advantage of having won one more point after *deuce*.

"When saying the score, always give the server's score first. If one player has no score, the score is called *love*. For example, if the server has won the first point and the other player has nothing, the score would be *fifteen-love*."

"**TETHER BALL** is another tennis-racket game and loads of fun," said Dad as he ate his lunch one Saturday noon.

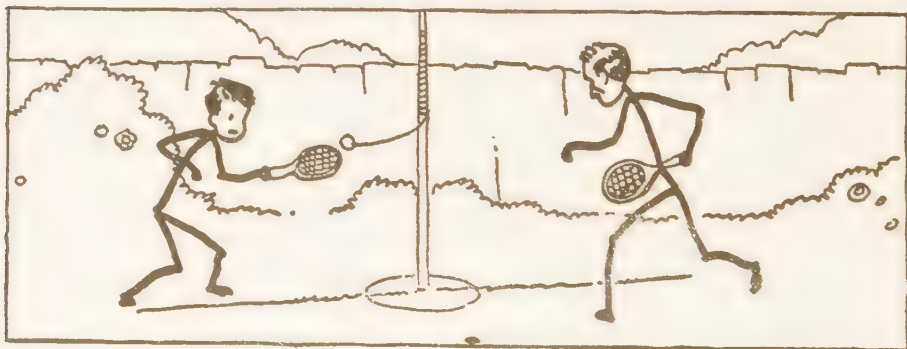
"I've never seen it," admitted Bob.

"You get my small ax and a piece of rope and I'll meet you on the front porch as soon as I change my clothes," suggested Dad.

"We are going over to Mr. Ballard's woods and get a tall sapling. I talked with Mr. Ballard about it last evening. We'll cut the sapling and then trim all the small branches off before we leave the woods. The smoother we make the pole the better it will be for the game. We want to get a sapling about twelve or thirteen feet high."

After the trimmed sapling was brought to the back yard, Bob and his father dug a hole and put the sapling in it so that it stood upright about ten feet above the ground.

"If we don't set it in very firmly it will soon get wobbly," said Dad. "While I pack this dirt about the pole you get that white paint and paint a line around our sapling pole six feet from the ground. You'll need to paint a circle around



the base of the pole, too. Let the pole be the center of the circle and the radius be three feet. Then paint a division line ten feet out from each side of the pole, dividing the circle into halves. After that, paint two marks six feet from the pole and at right angles with the division line. These marks are the *service marks*."

Dad reached into his pocket and pulled out a tennis ball covered with a net. "I asked Mother to crochet this out of some of my fishing line. She's made a dandy stout net cover for us. I'm going to tie a heavier piece of line to the net and hang it from the top of the pole. The ball should be two and a half feet from the ground when the line hangs down. As soon as that is done we'll be ready to play."

It did not take Bob long to paint the lines as his father directed. Dad then explained how to play.

"The game is to try to hit the ball with your tennis racket so that the ball goes around the pole, winding the cord above the mark we made on the pole. Of course while you are trying to do that, I shall be trying to hit the ball in the other direction, so as to unwind whatever you may have wound and wind in the opposite direction for me. The game is won by the player who gets the cord entirely wound around the pole above the mark.

"To start the game, we toss rackets just as in tennis. The winner of the toss can choose either service or side, and also the direction of winding. To start the game we stand on the service marks, and must keep on our own half of the

ground and out of the circle about the pole. If the server misses the first hit at the ball, he loses his chance to serve. It is a *foul* if the cord is wound below the mark or if the cord gets wound around the racket handle. A free hit from the service line is given for a foul, or for stepping over a line."

"That doesn't sound so hard; let's begin," urged Bob.



CLOCK GOLF was planned for the circle made by the walk in the back yard. Mother had been asked to save tin cans. The paper had been pulled off the cans. Now Bob and Dad were busy with the old hatchet, a hammer, and a block of wood, cutting the sides of the cans so as to leave two pointed pieces attached to the bottom of each can.

"These pointed pieces go down into the ground and hold the round bottom of the can in place and flat on the ground," explained Dad. "When we get these cans all fixed, we'll put them in a circle as large as our space allows. There will be twelve cans placed in this way. Then you get our paint and put numbers on the cans, numbering them in order from one

to twelve. That makes our clock. While you are doing the painting I'll take this tomato can and sink it, open end up, into the ground in the center of our clock. That has to be done carefully, so as not to leave a ridge of the can above the ground. At the same time the can must not be sunk so that the ground slopes into it."

It took some time to get the cans cut, placed, and painted. When all was done and ready Dad brought out a golf ball and his *putter*.

"We'll let you start the game," said Dad. "Place the ball down beside one o'clock and from there try to *putt* into the can in the center of the clock. Count the number of times you have to hit the ball to get it in. Then I have a turn doing the same thing. Of course I hope to take fewer strokes to put the ball into the can. At your next turn you place the ball at the number 2, and so on around the clock. You see it can be played alone or with some one. Guess I'll have to give you a handicap to make the play more even."

After they had finished the first game, Bob said eagerly, "Let's play it again!"

"Sure!" answered Dad.

"And say, Dad," Bob went on, "our back yard is the best place around here for games, the fellows say."

"What do you think about it?" Dad asked, with a pleased laugh.

"I think so, too, since you helped me and we fixed up all these things together."



Playing Magic and Doing Tricks

CAN YOU perform any magic? Or do any tricks that surprise your friends? If you can, you could have gone to John's house the evening he gave a magicians' party, because only those who could do a trick or pretend to have some hidden power to show the others, could come. If you don't know any tricks perhaps you can learn some from the ones these boys and girls did.

John showed the first trick of **CAN YOU GET LOOSE?** He gave to each person a piece of string about three feet

long, and told everyone to get a partner. One player in each pair had to tie the ends of the string loosely around his wrists so that the string would not come off over his hands. His partner had to put his string over that of the first player's, then tie each end of his string around his own wrists. Now the partners could not get away from each other. The game was to try to get separated without breaking the string or undoing the knots. Of course, everyone worked hard and tried all sorts of ways to get away without untying the string. Finally John showed them how the trick could be done. Either partner took the center of his string and slipped it under the string on his partner's wrist from above and on down over his partner's hand, being careful not to let the string twist on itself.

"Now you are free, and isn't it easy?" said John.

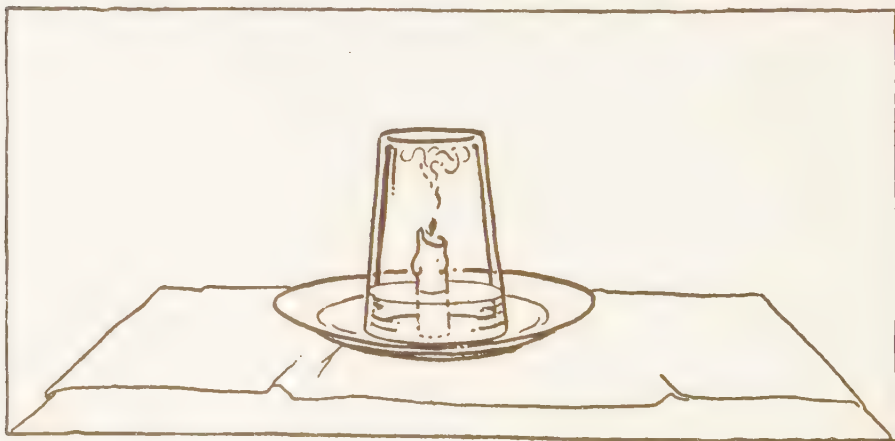


Grace and Esther said they were such good friends they could read each other's minds. To prove it, Grace left the room and Esther asked some one to point to some object, which Grace was to recognize when she came back into the room. John pointed to the clock. Grace was called back into the room and Esther pointed to different things and asked, "Is



it this book?" "Is it this chair?" "Is it this table?" and Grace answered, "No," each time. But when Esther finally pointed to the clock, she asked, "Is it *that* clock?" and Grace answered, "Yes," because Esther had used "*that*" instead of "*this*" in asking her the question. So they called the game **IS IT THIS OR THAT?**

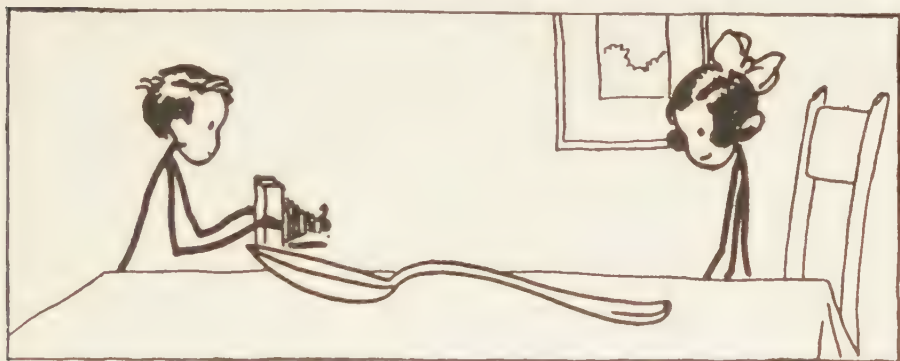
Fred with a candle, a saucer, some water, and a glass, did a good trick, **WHAT MAKES THE WATER RUN UP?** He first took the candle, which was about two inches long, lighted it, and stood it up in the saucer. Then he gently poured



about an inch of water into the saucer around the candle. He took the glass and put it down carefully over the burning candle. After a bit the candle went out and the water came up into the glass.

The audience had to believe what their eyes saw, and that was that the water actually rose up into the glass.

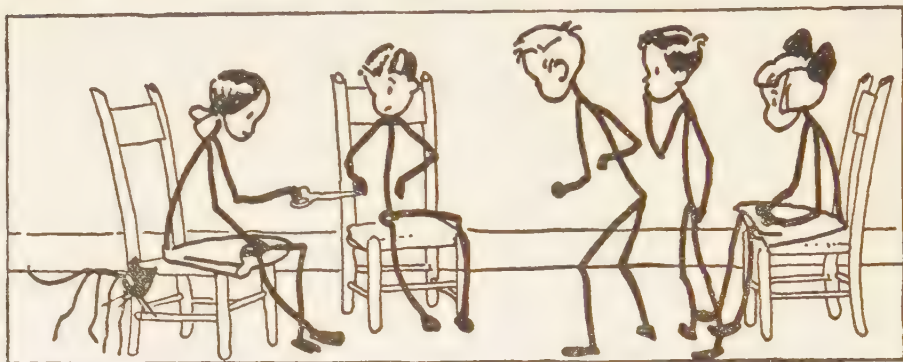
"What made the water run up?" asked Fred.



"We have to have a large tablespoon to help with our trick," announced Bill. "We call it the **SPOON KODAK**, because Ted will leave the room, and anyone can look into the spoon, and when Ted comes back he can tell which person looked into the spoon."

This was very marvelous, thought the group, after Ted had done it several times. They did not guess the secret was so simple. Bill merely took the position of the person who looked into the spoon. If that person had his hands in his pockets, for instance, Bill put his the same way, and Ted looked about to see who had his hands in his pockets, at the

same time pretending to look into the spoon while the group was interested in watching the spoon. In this way he knew whose picture was in the "Spoon Kodak."



CROSSED SCISSORS caused much guessing and much laughing. This was Helen's trick. She asked for a pair of scissors, and large ones, so everyone could see the way the trick was done. All the boys and girls moved their chairs so as to make a circle.

Helen said, "I am going to pass these scissors around the circle. They can be passed in two ways, crossed or uncrossed. I'll show you both ways and you may pass them either way. But you must tell your neighbor which way you are passing them." Helen then turned to her neighbor and said, "I am passing these scissors to you *crossed*."

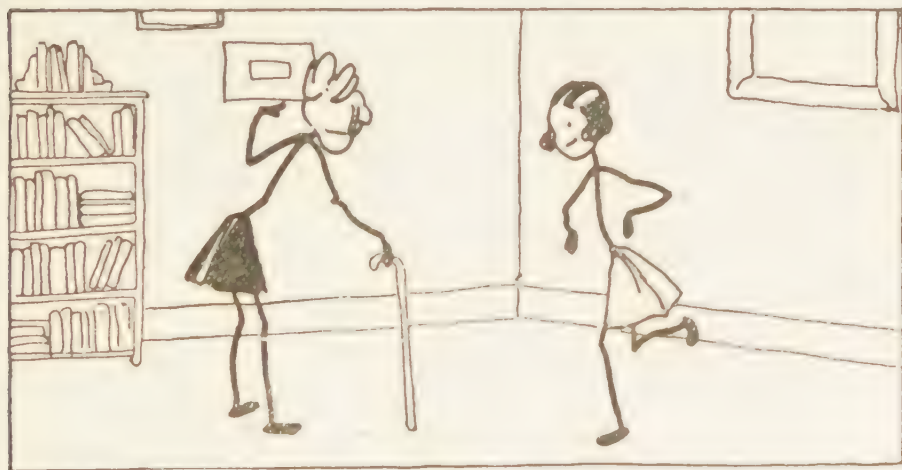
She then took the scissors again, opened them and handed them back to her neighbor, and said, "I am passing these scissors to you *uncrossed*."

Everyone was watching the scissors of course, and did not

notice that as Helen passed the scissors the first time she had her feet crossed, and as she handed them to her neighbor the second time she uncrossed her feet. They asked her to do the trick over and over, and each time she would play as if she were fixing the scissors in some particular way, which of course fooled the watchers. Sometimes she crossed her arms as she passed them, sometimes she crossed her knees, or perhaps only two fingers.

One or two of the group caught on, and they had much fun doing it with Helen. Gradually all the group saw how it was done, but Fred brought forth the greatest burst of laughter when he passed the scissors to Bill, and insisting that he was passing them crossed, looked cross-eyed for the moment.

Florence and Margaret did MAGIC ACTING. Margaret left the room and Florence asked the group to choose some

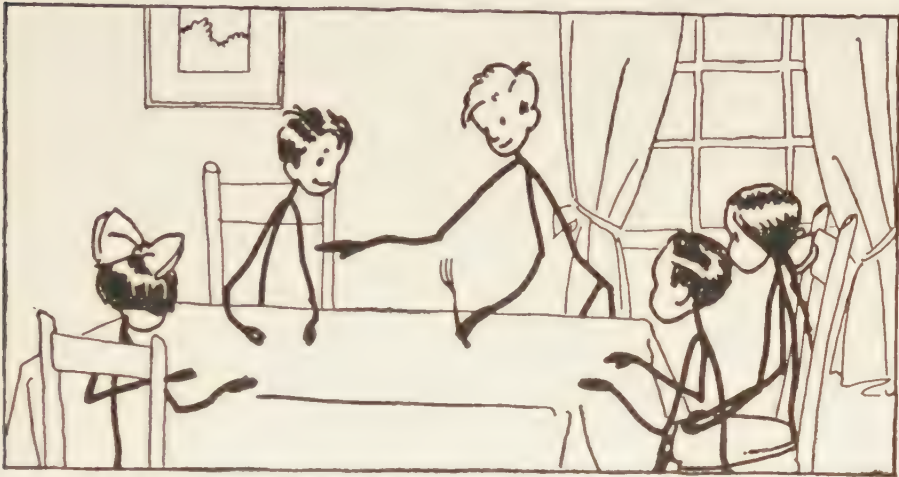


action, such as running, dancing, jumping, skipping, that they wanted Margaret to do when she came back into the room. They chose hopping and Margaret was told to come in.

Florence had a cane in her hand which she said was magic. She waved the cane a bit and said to Margaret, "Henry is ten years old." Then she tapped quickly on the floor four times. "Please be quick about it," said Florence with another flourish of her magic stick. Upon which Margaret immediately began to hop.

The group was greatly mystified. The secret of the act was in the *first letters of each sentence* Florence said and the *taps* she made, although she tried to make her audience believe that the same flourishes meant something more than they did. The consonant letter *H* of the word *hop* was told Margaret by the first letter of the sentence Florence spoke, "Henry is ten years old." The vowel *O* was indicated by four taps. Then the consonant *P* was the first letter of the last sentence Florence said, "Please be quick about it."

Margaret had to be alert and also to remember the order of the vowels in the alphabet, one tap for *A*, two taps for *E*, three taps for *I*, four taps for *O*, five taps for *U*, six taps for *Y*. Florence had to be very careful to say only sentences that began with the consonants she needed in the word, and to do no other talking. She, too, had to remember correctly the number of taps for each vowel. It helped the magic effect to wave the cane in grand flourishes. The girls had practiced this trick many times before doing it for other people.



Earl had the next turn. He stood up by the table, pulled a fork out of his pocket and said, "I have here a **MAGIC FORK**. With it I can throw music to many places—to this book, or that box, or just into the air." He then showed them that he really could do this, and even tossed some music over to Ted's forehead, as Ted was sitting near the table. The audience asked Earl to do some more of this magic, and this was how he did it.

He held the fork handle in his left hand and with his right hand quickly and sharply pinched the tines at the end of the fork. At the moment he told his audience the music would come from the book, Earl quickly touched the table with the end of the fork handle with his left hand. At the same time his right hand would move towards the book and open out as if the music came from there. His audience was apt to watch Earl's moving hand and not notice that his left hand had

put the fork down to touch the table so its tines would resound more clearly. Earl had to be careful that the fork handle made no noise when it touched the table, so he used the part of the table that was covered.

Ray said he was going to do **MIND MAGIC** and needed a helper. He chose Henry to help him, but he did not tell the others that Henry already knew the magic. Henry was sent from the room and Ray asked some one to select any object in the room. The lamp was selected. Ray then seated himself in a chair in the middle of the room and had some one blindfold him. "Just to make sure I don't help Henry any," said Ray.

Henry was brought in and told to pass his hand above Ray's head in order to get the thought waves.

"Now we're ready. Is it the rug?" asked Ray.

"No," said Henry.

"Is it the flowers?" asked Ray.

"No," answered Henry.

"Is it Jane's handkerchief in her lap?" asked Ray.

"No," answered Henry.

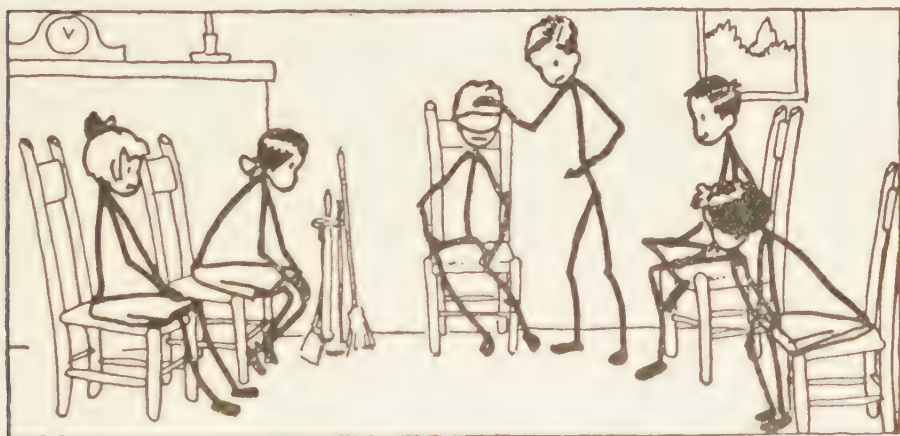
"Is it the lamp?" asked Ray.

"Yes," said Henry.

The group was much surprised and asked the boys to do it again and again. No one could catch on, because the boys were very clever in changing the trick a little each time. They had agreed ahead of time that just before Ray asked the question about the object selected, he would ask a

question about something white, as "Is it Jane's handkerchief?" Then he would ask about the selected object, as, "Is it the lamp?"

To confuse the others the boys changed colors from time to time. This was done by Ray always putting his right hand on the color they would use just before Henry left the room. For instance, once Ray sat in the chair and put his right hand on his black shoe so Henry would know that next time the question just before the one about the object chosen would be a question about something black. The group never did catch on to the way this trick was done.



Fred performed real magic when he showed how **A NEEDLE FLOATS**. On the table he put a large glass of water, a needle, and a piece of tissue paper about a half inch wide and a little longer than the needle.

"Now friends," said Fred, talking like a real magician,



“you all know that a needle is heavier than water and so cannot float. But I have magic in my hands and will prove it by making this needle float. It is a real needle. Come and I’ll let it prick anyone who cares to try it, or I’ll let anyone thread its eye. No one cares to? Very well; here goes. Watch it float.”

Fred first put the piece of tissue paper in the tumbler so that it lay perfectly flat on the water. He passed his magic hands over the tumbler with a grand gesture. Then very, very carefully he put the needle on the paper and made another grand gesture with his hands. The paper gradually became soaked and went to the bottom of the tumbler. The needle stayed on top of the water. The trick was done.

Once when Fred found some tissue paper slow in soaking, he took two pencils and very gently pushed the paper down into the water, leaving the needle floating.

Ray now stepped out in front of the group to do a trick. He had his back to the audience while getting some things in order. "Here," said Stephen, jumping up and starting to pull a raveling off Ray's coat, "why don't you brush your clothes once in a while before coming out with your friends?" Stephen took hold of the raveling and pulled and pulled and kept on pulling. The group started to laugh and were amazed to see that it was an **ENDLESS RAVELING**.

Finally Stephen said, "I'd better break it, as I don't know what may happen if I keep on pulling." So he broke it while the others laughed. The audience did not know that Stephen and Ray had planned this beforehand. The end of a thread on a spool had been threaded into a needle and then the



needle run from the inside, through the back of Ray's coat, near the neck, and the needle removed but the thread left hanging. The spool was put into an inside pocket, so that when Stephen began pulling the end of the thread, the spool unwound.



"Now I will do another trick, **MAGIC CRACKERS**," said Ray after the laughter finally ceased. On the table he put three small crackers. Over each cracker he put a hat. He picked up the first hat and said, "You see the cracker?" Then he picked up the cracker and ate it. Then solemnly he said, "Now, you don't see it."

He did this same thing with the other two crackers, then asked his audience, "Now will some one choose the hat under which he would like to have all three crackers be?"

John pointed to the middle hat. So Ray waved his hands

over the middle hat and solemnly recited, "*Oh, one, two, three! A hoodoo I be!*" and gravely took up the middle hat and put it on his own head. "The crackers are now under the middle hat!" Upon which there was a loud howl from John, and shouts from all the audience.

"I am **BOOLAH THE WISE**," said Paul, as he stood up before the group. "I know all of you must have some questions that you would like to have answered and this is your chance. Each one of you write a question on a slip of paper, fold the paper so the writing cannot be seen, and put the papers in this hat."

Of course, most of the group wrote some ridiculous question. After this was done, Paul asked for some one to help him. The helper was told to take a slip out of the hat and, without unfolding it, rub it on Paul's forehead.

Paul sat in a chair, assuming a far-away look. In a



moment he said, "The first question is, 'Who is the wisest person here?'"

"Yes, that is my question," spoke up Jim.

Then Paul, as *Boolah the Wise*, took the folded slip, looked at it, saying, "Yes, I was right," and asked the helper to rub the next slip on his forehead. Paul proceeded to tell the audience another question and when he asked some one to claim it, Florence did. This was very bewildering to the group because they did not know that Jim, who claimed the first question, was working with Paul on the trick.

Jim had to claim the first question as his, no matter which slip was taken out. He really had not put a slip into the hat, but had only pretended to do so. When Paul looked at the first slip to see if he had told the audience the correct question, it gave him the chance to read a question which he told to the group after having the next slip passed over his forehead. Thus he was reading one question ahead, and remembering it to tell later. In this way he put on a very mystifying performance for his audience.

It had taken practice to get this trick well in mind, but the practice made Paul's performance a very good one.





Some Girls and Their Daddies Play

ALL that week the girls had been very busy planning and then making more plans. They had invited their daddies to go on a picnic with them Saturday afternoon, and of course it was a real event to take daddies as guests on a picnic. Very careful plans were made so as to give their guests the best picnic they had ever had. The girls were very business-like and divided themselves into two committees, one to plan what to eat, and the other to plan what to play. The first question that came up was about the place to go

for the picnic. This was finally settled when Ruth suggested Kuyger's Mill because they could fish there.

"Of course that's the place," said Jane, who was chairman of the play committee. And she busily wrote "fishing" on her paper.

"They let you build a fire there by the river, too," said Ruth. "We could get one of our daddies to help us build a fire and we could cook some part of our supper."

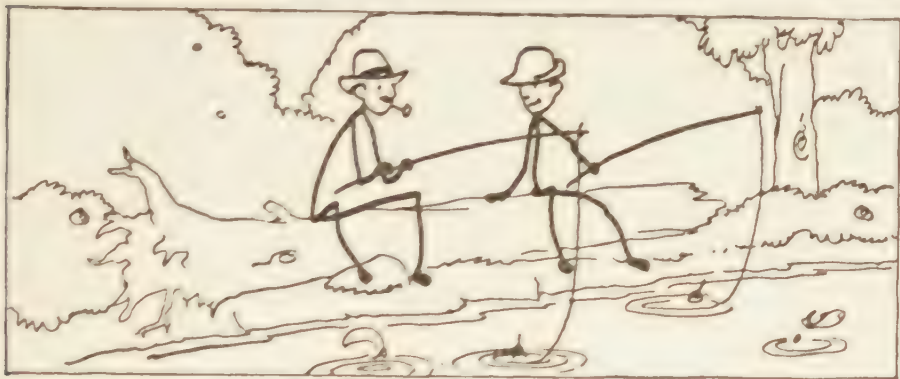
"Good idea," said Margaret, who was chairman of the supper committee.

On Saturday afternoon four cars, filled with girls, their daddies, and baskets, started out for Kuyger's Mill. Now the girls had made their plans so that each one knew just what she must do when she arrived. Margaret and Helen were to do some things about the supper. Florence and Esther were to gather some dry twigs and branches and make them into little bundles to be used later. A group was to gather wood for the fire that they were going to ask Jane's daddy to help them make. (They knew he particularly liked to build outdoor fires.) Jane and Ruth were to lead the games for their guests.

It was a very busy and happy crowd. Later, when it was put to a vote as to who had had the best time, daddies or daughters, the vote was a tie.

FISHING was the first of the afternoon's amusements. Each daddy was given a pole, a line, and a hook. There was a can of worms for bait. (Jane and Ruth had dug these

worms and brought them along, and the girls were rather proud of their results.) When Jane gave the signal, the men were to take their tackle and go fishing. The first one to catch a fish over six inches long was to get a prize. Of course every girl wanted her daddy to win. As Alice and Marion had had to come to the picnic without their daddies they



were made the judges. Several fish were caught and thrown back into the water because they were too small. At last, down the river, Ruth's daddy gave a shout and when he brought his fish to the judges it measured eight inches! So he got the prize. Some of the fishermen said they wanted to fish a while longer.

HORSESHOE PITCHING was played by four of the men, while the others went on with their fishing. Two stakes were put into the ground about thirty feet apart, and so that about ten inches of the stakes were left above the ground. The men chose partners and one of each pair stood by a stake. Standing on a line with one stake, each man in turn took two



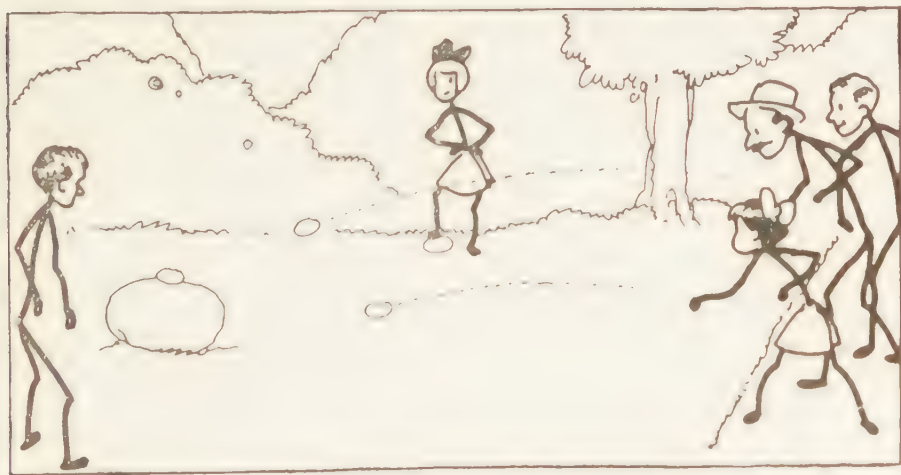
horseshoes and tried to throw them over the other stake. Both shoes were thrown before the next player started. A player from each team, standing at the opposite stake, picked up the shoes for his turn. Players always threw from the same end. If a horseshoe circled the stake it was called a *ringer* and scored *five* points. To be a ringer, the shoe had to lie so that a straight line could be drawn between the heel calks of the shoe and not touch the stake. A shoe that rested against the stake was called a *leaner* and counted *three* points. At a time when there were no ringers or leaners the two shoes that were nearest the stake counted *one* point each. The team which totaled twenty points first won the game.

Later on only Grace's and Jane's daddies played a game of "Horseshoes." They both threw from one stake, then after scoring for that throw, walked to the other stake, and threw

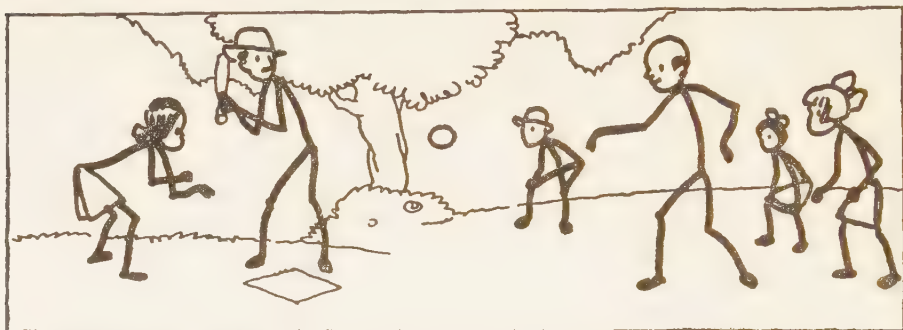
from there. It was just as much fun for two as it was for more, playing partners.

DUCK ON A ROCK was played by the whole crowd of girls and daddies. A large rock was found and put out in the playing space. Each player then found himself a stone of good throwing size, which he called a *duck*. To start the game, all the players stood on a line about twenty feet from the large rock, and all pitched their ducks at this large rock. The player whose duck landed farthest away became *It* for the game. *It* had to place his duck on the large rock, while the other players stood on the line and tried to knock the duck off the rock. Usually *It* found it best to stand near the large rock, but *It* could stand or run anywhere.

The players could knock the duck off only with their own ducks. After they had thrown their ducks, they tried to run out and pick them up without being caught by *It*.



However, if anyone knocked the duck off the rock *It* must put the duck back before tagging anyone. A player who was tagged while trying to get his duck, became *It*. A player who thought he could not get his duck and return safely to the line with it, could run out and keep one foot on his own duck for safety until a chance came to run back. The player who was *It* always had to put his own duck on the large rock.



ONE OLD CAT was played until supper was ready. Betty's daddy called out "*One old cat, my first bat.*" Then others cried, "*Pitcher,*" "*Catcher,*" "*Baseman,*" "*First fielder,*" "*Second fielder,*" until everyone had a position to play. The game was played with a soft ball, bat, and one base. The pitcher threw the ball and the batsman tried to hit it and run to the base about twenty feet away. The batsman was out if a hit ball was caught, or if a third strike was caught, or if the ball was thrown to the base and held there by the baseman before the batsman could touch the base. When a batsman was out the players moved up in their positions, the catcher became batsman, the pitcher became catcher, the baseman

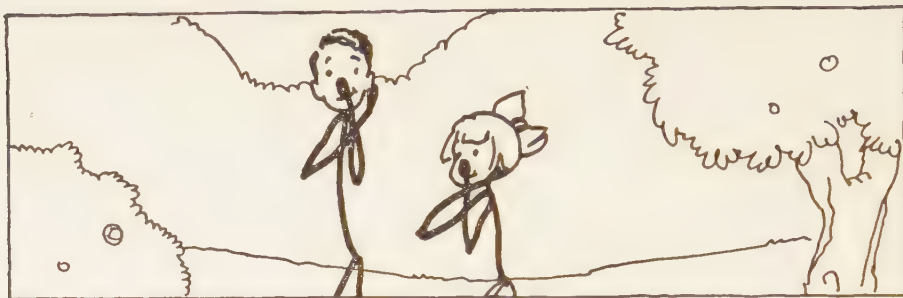
became pitcher, the first fielder became baseman, and so on. The player who was put out had the last fielding position. A batsman lucky in hitting the ball and running to the base, scored *one*. Each of the players kept his own score.

PRAY DO was started by Ruth's daddy after the supper things were put away. He asked the others if they could do this stunt. He drew a line on the ground and stood with both toes on this line. His hands were in front of him, palms together, fingers extended upward, as in prayer. Then he knelt down and got up again without taking his hands apart or moving his toes from the line.

"And no fair smiling, either," he said as the others started to try the stunt.



NOSE AND EAR was another funny stunt that Helen's daddy showed them. He took hold of his nose with his right hand and at the same time took hold of his right ear with his left hand. Then he changed and grasped his nose with his left hand and took hold of his left ear with his right hand.



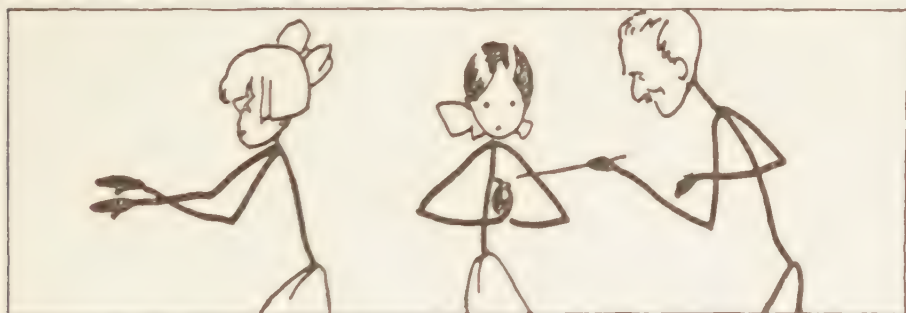
"Now try doing it fast," he said, after the rest had followed his directions. They did, and found it was not as easily done as they had thought when they saw it first.

TRIUMPH was a puzzling trick for the first try or two. Esther told them to do this one. She placed her hands behind her back with her palms together and her fingers pointing downward. After she had everyone standing that way she told them to turn their hands so that the fingers pointed upward and to make the change without taking their fingers apart. Some of them did it very soon, but others had to be helped out. The way to do it was to keep the finger tips close to the back, and the palms together, then slide the tips of the fingers upward on the back until they were



between the shoulders. The fingers would then point upward and the thumbs outward.

CROSSED FINGERS was a funny stunt that Florence's father showed them. He told Margaret to extend her arms, cross her hands and turn them, and place her palms together and interlace her fingers. Keeping her hands tightly together she was told to bring them first down, then upward toward her chest, and keep them that way. He took a small stick and told her when he pointed to (but not touched) a finger she was to raise it. When he did this Margaret usually raised a



finger on the opposite hand from the one to which he pointed. He pointed to different fingers rather rapidly and the mistakes were made in the same way almost every time. The other girls laughed and placed their hands in the same position, but found they could do no better than Margaret had done.

"Are you a good **ROTARIAN**?" asked Ruth's daddy of Jane's. "Can you raise both of your arms above your head, then make both go in circles in opposite directions? That is, make your right hand go forward starting a circle

and your left hand go backward at the same time." Jane's daddy had to admit he could not do it very well and he had a good laugh with the others while they tried it.

"You might try the same thing with your feet, too," added Ruth's daddy when most of them had tried the arm movements with some success.



BUZZING BEES was fun for the three players as well as for the others watching. Betty's daddy was the *buzzer* and two girls were the two *bees*. The buzzer stood between the two bees. He wore a hat and stood with his feet well apart so as to have a firm stand. The bees stood one on either side and each put the side of her foot up against the side of the buzzer's foot. They also took a firm stand with their feet well apart. Each bee put the back of her hand that was farthest away from the buzzer against her ear that was nearest the buzzer. After getting carefully set in this way, they were ready to begin the game.

The object of the game was for the bees to try to knock off the buzzer's hat each time that, with the palm of his hand,

he slapped the palm of the bee's hand over the bee's ear. None of the players could lift his feet from the ground while playing.

The buzzer started the game by buzzing into the bees' ears. Then at an unexpected moment the buzzer slapped the palm of one of the bees' hands, thus giving that bee the privilege of trying to knock off the buzzer's hat.

If the hat was knocked off the bees scored *three* points. If a bee lifted her foot, *one* point was scored *for the buzzer*, or if the buzzer lifted either of his feet, *one* point was scored *for the bees*. If the bees hit at the buzzer at a time when he had not given them a slap, the buzzer scored *one* point. Of course the buzzer tried to get the bees to strike at the hat by making passes as if he were going to slap them. The bees of course were in constant readiness to strike at the buzzer's hat. The buzzer was constantly buzzing and changing from



one bee to another, ready to dodge their hits after he had given them a slap. Whichever side, buzzer or bees, first scored *six* points won the game.

FAGOTS was the last game the girls had planned. Jane's daddy had kept the fire ready for them to sit around. After they were all seated Jane explained that each daddy would be given a fagot to throw on the fire, and as long as the fagot burned that daddy was to entertain the group in any way he pleased. The fagots were small bundles of dry sticks that Florence and Esther had tied together during the afternoon.

Jane gave a fagot to Helen's daddy first and he sang them a song. Then Ruth's daddy told them a story while his fagot burned. Then Margaret's daddy took a rock out of his pocket and passed it around for them all to see, afterward telling how he thought the marks on the rock probably were made. Betty's daddy recited some poetry and Esther's sang a song and had them all join in. And so on, until each daddy had done something.

Finally Jane's daddy threw on his fagot and told them a story about the stars. Then they put out their fire, loaded up, and started for home.





Hunting Tracks and Following Trails

SOMETIMES it is just as much fun getting ready to play a game as it is actually playing the game. Sometimes it is fun to plan the game and later to watch the other fellows working at it. That is the way it is with games of *hunting tracks and following trails*. Making the tracks is fun and hunting the tracks is fun, too. Laying a trail takes careful planning, just as it takes care and watchfulness to follow a trail.

"We've played all sorts of hunting games this summer,"

Bill told Ray, who had just come back after a long visit. "We started playing games of that kind here in the yard one day, then another day it rained and Mary asked a bunch over to her house and we played some hunting games indoors. Then Ted's big brother John was home and showed us a whiz of a game. And one day we were all asked out to Bess's and Tom's to an all afternoon 'Treasure Hunt' that was loads of fun. You should have been here." Then Bill tried to tell Ray all about the games they had played.



STILL IN SIGHT had to be played within boundaries. Esther was *It* and chose a small stone to hide. The stone had to be distinctive enough to be easily identified. Esther showed the others her stone, then they all hid their eyes. She had to hide the stone so that it could be seen without moving anything, and yet be in as inconspicuous a place as possible.

When the other players were told to hunt, each player tried to find the stone and not let any other player know when the discovery was made. A player finding it, whispered

the hiding place to Esther and, if right, that player sat down to watch the others hunt. It was fun to sit and watch the others hunt. Henry had been the first one to find the stone, so he became *It* for the next game. He chose to hide his pocket knife, and showed it to the others before they hid their eyes so they would know just what to hunt for.

CHALKED ARROWS was a game of hunting another player. Boundaries were set for the hider. The hider had a piece of chalk and marked an arrow at each corner that he turned. The arrow was drawn so that it pointed in the direction that the hider took. When the hider was ready to hide, he had to draw two lines crossed within a circle.

This sign showed the hunters that the trail stopped here. The hider must have his hiding place within a radius of one



hundred feet of the sign. While the hider had been *chalking the arrows* to show his trail, the other players or hunters had

waited at the base with covered eyes until they had counted *one hundred by ones*. Then they all started out to follow the arrows which would help lead them to the hider.

The hunter that found the hider first became hider for the next game. When several games were played over the same route, different-colored chalks were used by different players.



HARE AND HOUNDS had two players for the *hares*, and the rest of the players were *hounds*. Before the game started the hares filled a bag with small scraps of paper. The hounds at *home base* covered their eyes for about five minutes to give the hares a chance to get started and out of sight. The hares, as soon as they were out of sight, began scattering the pieces of paper to show their trail. Sometimes the hares doubled back on their trail to try and deceive the hounds. The hares could run until their paper gave out, or could hide within a radius of fifty feet from the end of the paper trail.

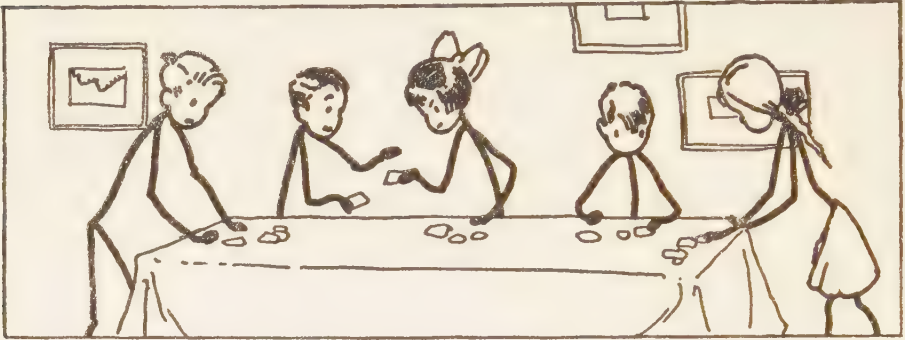
The hares had to stay together on the trail, but could hide separately within the fifty-feet area.

When the hounds took up the trail, they had to follow it until a hare was discovered. A hound that saw a hare on the trail or in hiding, called out the name of the hare. The hare having his name called, tried to seek safety by running for home. The hounds then broke trail and tried to catch the hare. If the hare reached home in safety, he was a hare for the next game. But if a hare was caught by a hound, the hound became a hare for the next game. A hare stayed in hiding until caught, or until he was seen and had his name called, when he could try to get home. If a hare was so well hidden that the hounds had to give up finding him, the hounds called "Free!" upon which the hare returned to the home base, and was a hare in the next game.

"Bob's mother thought the paper littered things up a good deal," Bill added, "so once we played it with chalk and put a *cross* at every turn in the trail. But we did not have the cross marks point toward the direction taken as we did in the game of 'Chalked Arrows.' That made the trail harder to follow."

HUNT AND MATCH was played indoors at Mary's house one afternoon. Mary had taken a great many old picture post cards and cut each card into three or four differently shaped pieces. These pieces she hid in four rooms, behind pictures, in books, under rugs, on top of the piano, and in all sorts of places, but always with a bit of the card showing.

The game started by the players being told to hunt for the pieces of the cards that were hidden in the four rooms.



The hunt lasted fifteen minutes. At the end of that time all the players gathered around the dining-room table and each player tried to fit together the pieces of the cards he had found. If by any chance a player had found all the pieces of one card and could fit them together, he laid out the completed post-card picture on the table. Of course the pieces of cards had been mixed in hiding, so each player found he had pieces that would not fit together. Players could trade pieces with other players, thus trying to get all the pieces of one card and complete a picture or card. When as many completed pictures as possible had been made, the unmatched pieces were put aside. The player who had completed the largest number of pictures was declared the winner of the game.

TEN ORDERS was played indoors one rainy afternoon. That day there happened to be just eight players, and they were divided into two teams. Each team chose a leader and

to begin the game the leader was given a card with an order on it. This card told the leader where his team was to go to find the next order. Each team was to find ten different orders. The team that found its ten orders and returned to the starting place first, won the game. All of the orders for one team were written on white cards and all the orders for the other team on yellow cards, so that a player could tell by the color of the card whether or not an order belonged to his team. If a player found an order not belonging to his team, he carefully replaced it.

The orders for one team read like this:

1. Go up two flights of stairs and look in a box of something that is used to make things clean. (In the attic, in a box of soap.)
2. Go down three flights of stairs and look on a shelf near a window. (In the cellar, on a shelf.)
3. Look in the room that is used most, in a box that holds something that makes heat. (In the living room, in the wood box.)



4. Hunt in the bookcase on the second shelf in a book that has a poem that begins, "How do you like to go up in a swing?" (In the book, *A Child's Garden of Verses*.)

5. Go to where we sit most in summer time. Look behind something that keeps out light. (On the porch, behind a shutter.)

6. Hunt in a small room that has many shelves and doors. Look under a box that is often visited by boys and girls. (In the pantry, under the cookie box.)

7. Look in a part of the house where you seldom sit and behind what seems to be your own face. (In the hall, behind the mirror.)

8. Hunt under something soft, where Dick keeps his head longer than in any other place. (Under the pillow on Dick's bed.)

9. Hunt under the lid of a big tall box that holds many black round things with holes in the center and gives great pleasure to all the family. (In the victrola.)

10. Go to a place that is not a room, yet all of you can get into it. It is always as light as day and as dark as night, cold as winter, hot as summer, and has a wall only on the west side. Look under something that Mother is always glad to have used, although you get it dirty every time you use it. (On the east porch, under the doormat.)

TRACKING DEER had to be played when the ground was soft enough to show tracks. Ted's big brother John showed the boys how to make some good markers. A half of a sardine



can was used to make one, and the lid of a cocoa can to make another. These cans, with edges out, were fastened to the ends of two sticks, then the edges of each can were bent into irregular shapes to represent a hoof print. The boys were shown how the cans when pushed into the soft ground left a clearly printed track.

Ted and Henry were the first *deer* to make the trail and were given a five-minute start. Every few steps they had to jab their markers into the ground, so as to leave a trail. They could make false trails by making tracks and then doubling back to the original trail and going on from there.

The *hunters*, after five minutes waiting, took up the trail and tried to catch the deer. The hunters had to follow the tracks exactly and could not try to cut off the trail. The object of the game was for the deer to go to a certain goal and back home without being caught. The hunters had to follow the trail and try to catch the deer before they returned to the home goal.

MANY CLUES was another game big brother John planned for the boys and girls. It took all afternoon to play it and the players were hardly ready to stop then because it had been such fun.

The players collected at Ted's house and big John told them in a serious voice, "I had some very valuable papers stored in my strong box, and have just discovered that they



have disappeared. I believe they are hidden somewhere in this neighborhood, so I have collected all the *clues* that I could that would be helpful in finding them.

"This afternoon you are to be *detectives* and take these clues and see if you can find those papers for me. Each of you get a working partner, and the partners who bring me those papers will be rewarded. To start with, I'll give each pair of you an envelope containing three different clues. One of these clues will lead you to the next set of clues, so of course when you realize you have the right clue, you must not let the other players know, if you can help it. Don't

give up if you think you are not as far along as the others, for you may find the next envelope of clues right off, and there is always one envelope for each pair of players. Here is the first set of clues. Get busy and use your heads as well as your eyes and ears."

John then gave each pair of partners an envelope. In every envelope there were three slips of paper with three different clues which might lead to finding the next set of clues. These were the first three clues:

1. Go in the direction of the rising sun for one block, then turn right. Look for a house that has five windows looking east. In the yard is a flower bed of pink blossoms in which you will find footprints. Make no more prints, break no flowers, but look for the clues.

2. Going in the direction where you would find the most stores, you will come to a picket fence. Count the pickets on the south side of the gate. Look near the central picket.

3. Go in the direction of the rising sun for one half block. Count the number of windows in the south walls of the two houses nearest you. Go to the house that has the most windows. Count the number of south windows and take that number of long steps from the most westerly window, then look for the clues.

The second set of clues was found near the central picket. These were the clues in the second envelopes:

1. Telephone to 480 and ask, "Have you any information about some missing papers?"

2. Go to 308 Walnut Street, knock at the back door of the house and ask, "Have you found any valuable papers near here?"

3. Walk around the block in which Ted lives and count the number of fire hydrants on the side of the street on which you are walking. Divide that number by two and you will have the number of the house on Madison Street where you are to go and look under the doormat.

The last set of clues was hidden under that doormat and was as follows:

1. Follow the green arrows beginning on the middle step of the largest porch of Ted's house. Look near the sixth arrow.

2. Go to a sign saying "Main Highway," go one block in the opposite direction from the way the sign indicates and count the number of letters in the sign there, count back the same number of posts in the fence near by and look around that post.

3. Face the setting sun at the street corner by Bill's house and count all the street lights in sight. To this number add the number of fire-alarm boxes you can see from the same place and the number you get will be the number of trees to count as you go west from where you are. Look in the lowest fork of the last tree counted.

Under a bush near the sixth arrow, following the first clue, Bob and Helen who were partners, found a small package of papers. Written on top was, "You are the lucky

partners. These are the papers." Bob hid the package under his coat, as Henry and Bill came around the house, and Bob and Helen wandered away. When out of sight, they ran for big brother John. He laughed when he saw them bringing him the papers.

"Well, you two are the best detectives. We'll let the others hunt a little while longer before calling them in to see you receive your reward," said big John.

The reward turned out to be a box of candy, good for the lucky partners to eat as well as to share with the others.

A TREASURE HUNT was planned by Bess and Tom, with Cousin Nell's help. The first thing they did was to send out invitations to the twelve friends they wanted to join the hunt. It was hoped the invitation would make the friends curious and anxious to come. As Cousin Nell helped, Tom and Bess were clever enough to put the invitation in the form



of a rime, which made the boys and girls very impatient about waiting for the appointed time to arrive and just filled with curiosity. This was the rime:

A TREASURE HUNT

It has been said the Indian Trail
Has treasures on it without fail.

There will be clues to guide you there
To hunt a treasure all can share.

So come at three and come to play
A game in which you hunt your way.

The hunt will start from our front door
And you will hunt in groups of four.

Bring all your senses—you'll need each one—
And come on Friday, we'll have some fun.

BESS AND TOM

Such an invitation was enough to make everyone want to come, and on Friday not one person of the twelve invited was missing when the clock struck three. Bess and Tom, along with Cousin Nell, greeted the guests at the "front door." Bess and Tom were as anxious for the game to begin as anyone, for they had had the fun of laying the trail and getting everything ready.

"Let's all go out and sit on the grass, while I tell you about the *Indian Trail*," said Cousin Nell.

"A long, long time ago Indians used to live all about here. They caught fish in our river and they hunted the deer with their bows and arrows. They trapped the beavers

and the foxes. Sometimes the Indians went up into the hills to live and sometimes they had their teepees near the 'Big Sea Water,' as they called the ocean. After a while some white men came to this part of the country, and decided they would like to live near the Big Sea Water, too, so they made their houses there. And then more white men came and made more houses. When the Indians would come down from the hills and wish to live by the Big Water, there was hardly room for them and the white people, too, and there would be trouble between the Indians and the Whites as to where each should live.

"So the Indians and white men made an agreement or treaty, that the white people should live near the water and the Indians should stay in the hills. How far back in the hills, was to be fixed by an Indian runner, who was to start from the Big Water at sunrise and keep going back into the woods and hills until sunset. At that distance the Indians should live. It was also agreed that the path the runner took would become for the Indians a trail to the Big Water, so that they could go there for fish.

"The fast runners, of course, could get to the Big Water in one day. But sometimes the old men and young boys would want to catch fish for the tribe, and they would have to camp on the trail. Sometimes they would hide part of their provisions. Then they would leave signs or markers to indicate the trail to the hidden provisions. We have a copy of one of these trails leading to hidden provisions and we are

going to see which group of you can get there in the shortest time."

As she finished the story, Cousin Nell gave to each player a headband with a feather in it. There were four bands with red feathers, four with white ones, and four with brown. Each color made a different group. All the groups were told to put on their headbands and to choose names and leaders. The players with the red feathers named themselves *Red Wings*, those with the white feathers called themselves *White Eagles*, and those with the brown ones were *Brown Hawks*.

"All three groups will have exactly the same directions," explained Cousin Nell, "but will start at different times, and will receive the paper with the directions just before they start. We'll draw to see who starts first, second, and third.

"Well, the *White Eagles* start first. Fifteen minutes after they are gone the *Red Wings* will be given their paper of directions, and fifteen minutes after that the *Brown Hawks* will be started with their directions. Of course if one bunch does see another on the trail somewhere, it does not mean they are on the right trail. So follow the directions and not the other players."

Cousin Nell took the *White Eagles* to the front gate and gave their leader a paper with these directions:

1. Look to the east, look to the north, and look to the west. Where is the tallest tree? Go toward this tree until you come to a road turning right.
2. Follow the road until you come to a pile of stones

on the right-hand side. These stones will tell you the next direction. (The stones were laid so they pointed toward the east.)

3. Look for a tree that never loses its leaves. (On the tree was a sign that read: *Remember me.*)

4. Keep on the road until the next fork of the trail and count the birds' nests on the left side of the trail in trees you can touch without leaving the path.

5. The number of birds' nests you counted gives you the number of the order above that you are to return to.

6. From here go due east to a bridge.

7. At the farther side of the bridge follow the trail to its end.

8. Look behind the largest tree in sight.

As the *White Eagles* were the first group to start it was to be expected they would be the first ones to "look behind the largest tree," and when they did look, there was Cousin Nell waiting with her watch.

"Took you just sixty-five minutes," she said. "Now go over there and stay behind those bushes so the others won't see you when they come up. Tom and Bess are there waiting for you."

The *Red Wings* came up next, and had taken only sixty minutes from the time they had started, and finally the *Brown Hawks* arrived, and it had taken them seventy minutes from their starting time.

"The *Red Wings* are the winners," declared Cousin Nell.

Just then Bess and Tom dragged a box out of the bushes and shouted, "The Treasure!" The *Red Wings* had the reward of opening the box and found it filled with apples and a large box of cookies.

"And real treasures after hitting it along that trail!" said Bob, the *Red Wing* leader.

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